

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

<https://cfelitetracker.vercel.app>

Unique solved — tabr

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

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

Filters: none

Count: 2,179

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games

[tabr's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[tabr's solution](#)

3.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,551 global accepts · Rating: 800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[tabr's solution](#)

4.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tabr's solution](#)

5.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,329 global accepts · Rating: 800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[tabr's solution](#)

6.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[tabr's solution](#)

7.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[tabr's solution](#)

8.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tabr's solution](#)

9.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[tabr's solution](#)

10.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

11.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[tabr's solution](#)

12.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[tabr's solution](#)

13.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

14.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[tabr's solution](#)

15.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[tabr's solution](#)

16.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[tabr's solution](#)

17.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: strings
[tabr's solution](#)

18.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: constructive algorithms
[tabr's solution](#)

19.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

20.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,360 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[tabr's solution](#)

21.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[tabr's solution](#)

22.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[tabr's solution](#)

23.

1845A

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

Quality: 47,358 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[tabr's solution](#)

24.

1842A

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

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[tabr's solution](#)

25.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

26.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[tabr's solution](#)

27.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[tabr's solution](#)

28.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[tabr's solution](#)

29.

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[tabr's solution](#)

30.

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

[tabr's solution](#)

31.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

32.

1781A

[Parallel Projection](#) · [Tutorial](#)

Quality: 16,091 global accepts · Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[tabr's solution](#)

33.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[tabr's solution](#)

34.

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
[tabr's solution](#)

35.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[tabr's solution](#)

36.

1769A

[B47C0AD0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, math
[tabr's solution](#)

37.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

38.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings
[tabr's solution](#)

39.

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,342 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[tabr's solution](#)

40.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,943 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[tabr's solution](#)

41.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,613 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[tabr's solution](#)

42.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,636 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[tabr's solution](#)

43.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,664 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[tabr's solution](#)

44.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math
[tabr's solution](#)

45.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[tabr's solution](#)

46.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[tabr's solution](#)

47.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[tabr's solution](#)

48.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

49.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[tabr's solution](#)

50.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[tabr's solution](#)

51.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

52.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

53.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,803 global accepts · Rating: 800 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[tabr's solution](#)

54.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[tabr's solution](#)

55.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,056 global accepts · Rating: 800 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

56.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[tabr's solution](#)

57.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[tabr's solution](#)

58.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[tabr's solution](#)

59.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[tabr's solution](#)

60.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[tabr's solution](#)

61.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[tabr's solution](#)

62.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,476 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[tabr's solution](#)

63.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,900 global accepts · Rating: 800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[tabr's solution](#)

64.

1725A

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

Quality: 10,135 global accepts · Rating: 800 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[tabr's solution](#)

65.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

66.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[tabr's solution](#)

67.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,177 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[tabr's solution](#)

68.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,457 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

69.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,634 global accepts · Rating: 800 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

70.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[tabr's solution](#)

71.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[tabr's solution](#)

72.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[tabr's solution](#)

73.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[tabr's solution](#)

74.

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[tabr's solution](#)

75.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

76.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,846 global accepts · Rating: 800 · first AC: 2022-08-04 · Kotlin 1.6 (first AC) · Tags: greedy, math
[tabr's solution](#)

77.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: greedy
[tabr's solution](#)

78.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,779 global accepts · Rating: 800 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: data structures, greedy, implementation
[tabr's solution](#)

79.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms
[tabr's solution](#)

80.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

81.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[tabr's solution](#)

82.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[tabr's solution](#)

83.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[tabr's solution](#)

84.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,841 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[tabr's solution](#)

85.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,178 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[tabr's solution](#)

86.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[tabr's solution](#)

87.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,306 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[tabr's solution](#)

88.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tabr's solution](#)

89.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[tabr's solution](#)

90.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

91.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

92.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tabr's solution](#)

93.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[tabr's solution](#)

94.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[tabr's solution](#)

95.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games

[tabr's solution](#)

96.

1692C

[Where's the Bishop? · Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

97.

1692B

[All Distinct · Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[tabr's solution](#)

98.

1692A

[Marathon · Tutorial](#)

Quality: 85,751 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

99.

1697A

[Parkway Walk · Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[tabr's solution](#)

100.

1690C

[Restoring the Duration of Tasks · Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[tabr's solution](#)

101.

1690B

[Array Decrements · Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[tabr's solution](#)

102.

1690A

[Print a Pedestal \(Codeforces logo?\) · Tutorial](#)

Quality: 35,633 global accepts · Rating: 800 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

103.

1691A

[Beat The Odds · Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[tabr's solution](#)

104.

1681B

[Card Trick · Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[tabr's solution](#)

105.

1681A

[Game with Cards · Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[tabr's solution](#)

106.

1682A

[Palindromic Indices · Tutorial](#)

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[tabr's solution](#)

107.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

108.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings

[tabr's solution](#)

109.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

110.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,352 global accepts · Rating: 800 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tabr's solution](#)

111.

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,639 global accepts · Rating: 800 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math, strings

[tabr's solution](#)

112.

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,646 global accepts · Rating: 800 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[tabr's solution](#)

113.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,428 global accepts · Rating: 800 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: implementation

[tabr's solution](#)

114.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[tabr's solution](#)

115.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: greedy, math

[tabr's solution](#)

116.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,409 global accepts · Rating: 800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[tabr's solution](#)

117.

1674A

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

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

118.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[tabr's solution](#)

119.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[tabr's solution](#)

120.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math
[tabr's solution](#)

121.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[tabr's solution](#)

122.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,479 global accepts · Rating: 800 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math
[tabr's solution](#)

123.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,550 global accepts · Rating: 800 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: implementation, sortings
[tabr's solution](#)

124.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,549 global accepts · Rating: 800 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: implementation
[tabr's solution](#)

125.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tabr's solution](#)

126.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

127.

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · PyPy 3-64 (first AC) · Tags: math
[tabr's solution](#)

128.

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · PyPy 3-64 (first AC) · Tags: greedy, math

[tabr's solution](#)

129.

1658B

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

Quality: 19,545 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[tabr's solution](#)

130.

1658A

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

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[tabr's solution](#)

131.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[tabr's solution](#)

132.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[tabr's solution](#)

133.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,900 global accepts · Rating: 800 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tabr's solution](#)

134.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

135.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 800 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

136.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,308 global accepts · Rating: 800 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[tabr's solution](#)

137.

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

[tabr's solution](#)

138.

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

[tabr's solution](#)

139.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,321 global accepts · Rating: 800 · first AC: 2022-02-22 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, implementation

[tabr's solution](#)

140.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · Kotlin 1.5 (first AC) · Tags: implementation

[tabr's solution](#)

141.

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

[tabr's solution](#)

142.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[tabr's solution](#)

143.

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

[tabr's solution](#)

144.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[tabr's solution](#)

145.

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

[tabr's solution](#)

146.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,401 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[tabr's solution](#)

147.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,022 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[tabr's solution](#)

148.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

149.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[tabr's solution](#)

150.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[tabr's solution](#)

151.

1625A

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

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · Kotlin 1.5 (first AC) · Tags: bitmasks, greedy, math

[tabr's solution](#)

152.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,281 global accepts · Rating: 800 · first AC: 2022-01-10 · last AC: 2022-01-10 · Kotlin 1.5 (first AC) · Tags: math

[tabr's solution](#)

153.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tabr's solution](#)

154.

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

[tabr's solution](#)

155.

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

[tabr's solution](#)

156.

1622A

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

Quality: 32,035 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[tabr's solution](#)

157.

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

[tabr's solution](#)

158.

1619B

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

Quality: 32,947 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[tabr's solution](#)

159.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,824 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[tabr's solution](#)

160.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[tabr's solution](#)

161.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[tabr's solution](#)

162.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

163.

1618A

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

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[tabr's solution](#)

164.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

165.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

166.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tabr's solution](#)

167.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,917 global accepts · Rating: 800 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: binary search, constructive algorithms, math

[tabr's solution](#)

168.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

169.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[tabr's solution](#)

170.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · Java 8 (first AC) · Tags: math, number theory

[tabr's solution](#)

171.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[tabr's solution](#)

172.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[tabr's solution](#)

173.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[tabr's solution](#)

174.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,545 global accepts · Rating: 800 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: math
[tabr's solution](#)

175.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,643 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[tabr's solution](#)

176.

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math
[tabr's solution](#)

177.

1571A

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

Quality: 1,643 global accepts · Rating: 800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special
[tabr's solution](#)

178.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: binary search, greedy, math, sortings
[tabr's solution](#)

179.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,996 global accepts · Rating: 800 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: math, strings
[tabr's solution](#)

180.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[tabr's solution](#)

181.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[tabr's solution](#)

182.

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[tabr's solution](#)

183.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[tabr's solution](#)

184.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[tabr's solution](#)

185.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[tabr's solution](#)

186.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tabr's solution](#)

187.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[tabr's solution](#)

188.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

189.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
[tabr's solution](#)

190.

1551B1

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

Quality: 31,326 global accepts · Rating: 800 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: greedy, strings
[tabr's solution](#)

191.

1551A

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

Quality: 58,360 global accepts · Rating: 800 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: greedy, math
[tabr's solution](#)

192.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,267 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[tabr's solution](#)

193.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[tabr's solution](#)

194.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tabr's solution](#)

195.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,462 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tabr's solution](#)

196.

1547A

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

Quality: 32,288 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[tabr's solution](#)

197.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[tabr's solution](#)

198.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,635 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[tabr's solution](#)

199.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[tabr's solution](#)

200.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tabr's solution](#)

201.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[tabr's solution](#)

202.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: greedy, math

[tabr's solution](#)

203.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy

[tabr's solution](#)

204.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[tabr's solution](#)

205.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,156 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[tabr's solution](#)

206.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[tabr's solution](#)

207.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[tabr's solution](#)

208.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

209.

1527A

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

Quality: 41,906 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks
[tabr's solution](#)

210.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[tabr's solution](#)

211.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,633 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[tabr's solution](#)

212.

1520A

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

Quality: 58,462 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[tabr's solution](#)

213.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

214.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,126 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

215.

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[tabr's solution](#)

216.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[tabr's solution](#)

217.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tabr's solution](#)

218.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

219.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[tabr's solution](#)

220.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,827 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

221.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,436 global accepts · Rating: 800 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: math
[tabr's solution](#)

222.

1499A

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

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · Kotlin 1.4 (first AC) · Tags: combinatorics, constructive algorithms, math
[tabr's solution](#)

223.

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[tabr's solution](#)

224.

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, math, sortings
[tabr's solution](#)

225.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: greedy, math
[tabr's solution](#)

226.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: implementation, sortings
[tabr's solution](#)

227.

1466B

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

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

228.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

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

229.

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
[tabr's solution](#)

230.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[tabr's solution](#)

231.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special
[tabr's solution](#)

232.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: geometry, greedy, math, number theory
[tabr's solution](#)

233.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: implementation, strings
[tabr's solution](#)

234.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: greedy, implementation, sortings
[tabr's solution](#)

235.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[tabr's solution](#)

236.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-21 · Kotlin 1.4 (first AC) · Tags: greedy, implementation
[tabr's solution](#)

237.

1433A

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

Quality: 62,654 global accepts · Rating: 800 · first AC: 2020-10-21 · Kotlin 1.4 (first AC) · Tags: implementation, math
[tabr's solution](#)

238.

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
[tabr's solution](#)

239.

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
[tabr's solution](#)

240.

1409A

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

Quality: 80,429 global accepts · Rating: 800 · first AC: 2020-09-05 · Kotlin 1.4 (first AC) · Tags: greedy, math
[tabr's solution](#)

241.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[tabr's solution](#)

242.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[tabr's solution](#)

243.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[tabr's solution](#)

244.

1398B

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

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[tabr's solution](#)

245.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[tabr's solution](#)

246.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,810 global accepts · Rating: 800 · first AC: 2020-08-06 · Kotlin 1.4 (first AC) · Tags: greedy
[tabr's solution](#)

247.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,600 global accepts · Rating: 800 · first AC: 2020-08-06 · Kotlin 1.4 (first AC) · Tags: greedy, sortings
[tabr's solution](#)

248.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[tabr's solution](#)

249.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,879 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tabr's solution](#)

250.

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

[tabr's solution](#)

251.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,258 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[tabr's solution](#)

252.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

253.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,724 global accepts · Rating: 800 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[tabr's solution](#)

254.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: greedy, math

[tabr's solution](#)

255.

1347C

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

Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

256.

1347A

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

Rating: 800 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special

[tabr's solution](#)

257.

1352A

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

Quality: 104,131 global accepts · Rating: 800 · first AC: 2020-05-15 · Kotlin 1.4 (first AC) · Tags: implementation, math

[tabr's solution](#)

258.

1325B

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

Quality: 38,825 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[tabr's solution](#)

259.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,204 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[tabr's solution](#)

260.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[tabr's solution](#)

261.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[tabr's solution](#)

262.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[tabr's solution](#)

263.

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
[tabr's solution](#)

264.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,927 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[tabr's solution](#)

265.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: strings
[tabr's solution](#)

266.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[tabr's solution](#)

267.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[tabr's solution](#)

268.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[tabr's solution](#)

269.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[tabr's solution](#)

270.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[tabr's solution](#)

271.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,706 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math
[tabr's solution](#)

272.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tabr's solution](#)

273.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

274.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[tabr's solution](#)

275.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[tabr's solution](#)

276.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,264 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[tabr's solution](#)

277.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

278.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[tabr's solution](#)

279.

1735B

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

Quality: 19,318 global accepts · Rating: 900 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tabr's solution](#)

280.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

281.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,561 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tabr's solution](#)

282.

1720A

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

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[tabr's solution](#)

283.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,898 global accepts · Rating: 900 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: implementation, math
[tabr's solution](#)

284.

1709B

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

Quality: 25,843 global accepts · Rating: 900 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation
[tabr's solution](#)

285.

1705B

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

Quality: 25,452 global accepts · Rating: 900 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[tabr's solution](#)

286.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[tabr's solution](#)

287.

1696B

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

Quality: 36,331 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

288.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[tabr's solution](#)

289.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,176 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[tabr's solution](#)

290.

1675B

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

Quality: 43,297 global accepts · Rating: 900 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[tabr's solution](#)

291.

1665B

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[tabr's solution](#)

292.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,997 global accepts · Rating: 900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[tabr's solution](#)

293.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,947 global accepts · Rating: 900 · first AC: 2022-01-10 · Kotlin 1.5 (first AC) · Tags: implementation, math

[tabr's solution](#)

294.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tabr's solution](#)

295.

1591B

[Array Eversion](#) · [Tutorial](#)

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

[tabr's solution](#)

296.

1613A

[Long Comparison](#) · [Tutorial](#)

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

[tabr's solution](#)

297.

1609A

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

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

[tabr's solution](#)

298.

1610A

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

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

[tabr's solution](#)

299.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

300.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[tabr's solution](#)

301.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,456 global accepts · Rating: 900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[tabr's solution](#)

302.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,486 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings
[tabr's solution](#)

303.

1582B

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

Quality: 33,366 global accepts · Rating: 900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[tabr's solution](#)

304.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,651 global accepts · Rating: 900 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: dfs and similar, dp, greedy, math
[tabr's solution](#)

305.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[tabr's solution](#)

306.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,591 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[tabr's solution](#)

307.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[tabr's solution](#)

308.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[tabr's solution](#)

309.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,958 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[tabr's solution](#)

310.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,312 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

311.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,203 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[tabr's solution](#)

312.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

313.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math
[tabr's solution](#)

314.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, implementation
[tabr's solution](#)

315.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: greedy, implementation
[tabr's solution](#)

316.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings
[tabr's solution](#)

317.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: greedy
[tabr's solution](#)

318.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: math
[tabr's solution](#)

319.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, math
[tabr's solution](#)

320.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings
[tabr's solution](#)

321.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-21 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

322.

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
[tabr's solution](#)

323.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,683 global accepts · Rating: 900 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: games

[tabr's solution](#)

324.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,078 global accepts · Rating: 900 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[tabr's solution](#)

325.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tabr's solution](#)

326.

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[tabr's solution](#)

327.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tabr's solution](#)

328.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[tabr's solution](#)

329.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[tabr's solution](#)

330.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy

[tabr's solution](#)

331.

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[tabr's solution](#)

332.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,341 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special

[tabr's solution](#)

333.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[tabr's solution](#)

334.

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
[tabr's solution](#)

335.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,912 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[tabr's solution](#)

336.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

337.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers
[tabr's solution](#)

338.

1781B

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

Quality: 14,758 global accepts · Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[tabr's solution](#)

339.

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
[tabr's solution](#)

340.

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[tabr's solution](#)

341.

1769B1

[A = TO&D >C\\$0CÔ8CR DC 9C'>C" •](#)

Quality: 1,602 global accepts · Rating: 1000 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation, math
[tabr's solution](#)

342.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[tabr's solution](#)

343.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[tabr's solution](#)

344.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,541 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[tabr's solution](#)

345.

1725B

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

Quality: 28,276 global accepts · Rating: 1000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[tabr's solution](#)

346.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

347.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,611 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[tabr's solution](#)

348.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,923 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[tabr's solution](#)

349.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[tabr's solution](#)

350.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[tabr's solution](#)

351.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,039 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[tabr's solution](#)

352.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,318 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[tabr's solution](#)

353.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[tabr's solution](#)

354.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: combinatorics, implementation, strings

[tabr's solution](#)

355.

1671B

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

Quality: 19,739 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[tabr's solution](#)

356.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,960 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tabr's solution](#)

357.

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
[tabr's solution](#)

358.

1632B

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

Quality: 31,539 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[tabr's solution](#)

359.

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
[tabr's solution](#)

360.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,478 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[tabr's solution](#)

361.

1613B

[Absent Remainder](#) · [Tutorial](#)

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

362.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,033 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[tabr's solution](#)

363.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: constructive algorithms
[tabr's solution](#)

364.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · Java 8 (first AC) · Tags: greedy, sortings
[tabr's solution](#)

365.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[tabr's solution](#)

366.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: binary search, greedy

[tabr's solution](#)

367.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[tabr's solution](#)

368.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 1000 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[tabr's solution](#)

369.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tabr's solution](#)

370.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tabr's solution](#)

371.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,941 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[tabr's solution](#)

372.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[tabr's solution](#)

373.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tabr's solution](#)

374.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[tabr's solution](#)

375.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,046 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[tabr's solution](#)

376.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[tabr's solution](#)

377.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[tabr's solution](#)

378.

1515B

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

Quality: 27,068 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[tabr's solution](#)

379.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,636 global accepts · Rating: 1000 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, strings
[tabr's solution](#)

380.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation
[tabr's solution](#)

381.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,061 global accepts · Rating: 1000 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: dp, greedy
[tabr's solution](#)

382.

1469A

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

Quality: 30,034 global accepts · Rating: 1000 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

383.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: brute force, math, number theory, strings
[tabr's solution](#)

384.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,886 global accepts · Rating: 1000 · first AC: 2021-02-17 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, greedy, math
[tabr's solution](#)

385.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, math
[tabr's solution](#)

386.

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

[tabr's solution](#)

387.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,055 global accepts · Rating: 1000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, sortings

[tabr's solution](#)

388.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: greedy, math

[tabr's solution](#)

389.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,384 global accepts · Rating: 1000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[tabr's solution](#)

390.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math

[tabr's solution](#)

391.

1430C

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

Quality: 28,237 global accepts · Rating: 1000 · first AC: 2020-11-09 · last AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[tabr's solution](#)

392.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,852 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[tabr's solution](#)

393.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,481 global accepts · Rating: 1000 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tabr's solution](#)

394.

1388B

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

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tabr's solution](#)

395.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

396.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[tabr's solution](#)

397.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,203 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[tabr's solution](#)

398.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2020-05-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

399.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[tabr's solution](#)

400.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tabr's solution](#)

401.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,578 global accepts · Rating: 1000 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[tabr's solution](#)

402.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

403.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,692 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[tabr's solution](#)

404.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[tabr's solution](#)

405.

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

[tabr's solution](#)

406.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, dp

[tabr's solution](#)

407.

1957B

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

Quality: 20,415 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[tabr's solution](#)

408.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[tabr's solution](#)

409.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: binary search, brute force, greedy

[tabr's solution](#)

410.

1842B

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

Quality: 25,541 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[tabr's solution](#)

411.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

412.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[tabr's solution](#)

413.

1797B

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

Quality: 24,617 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

414.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[tabr's solution](#)

415.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[tabr's solution](#)

416.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths

[tabr's solution](#)

417.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tabr's solution](#)

418.

1741C

[Minimize the Thickness](#) · [Tutorial](#)

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, two pointers

[tabr's solution](#)

419.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

420.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[tabr's solution](#)

421.

1726B

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

Quality: 16,852 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[tabr's solution](#)

422.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,560 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[tabr's solution](#)

423.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[tabr's solution](#)

424.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,208 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings
[tabr's solution](#)

425.

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[tabr's solution](#)

426.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,661 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[tabr's solution](#)

427.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[tabr's solution](#)

428.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,411 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[tabr's solution](#)

429.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1100 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: binary search, greedy, sortings

[tabr's solution](#)

430.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[tabr's solution](#)

431.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: implementation

[tabr's solution](#)

432.

1673B

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

Quality: 21,777 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[tabr's solution](#)

433.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tabr's solution](#)

434.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,620 global accepts · Rating: 1100 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, two pointers

[tabr's solution](#)

435.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: implementation

[tabr's solution](#)

436.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,809 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[tabr's solution](#)

437.

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

[tabr's solution](#)

438.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[tabr's solution](#)

439.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tabr's solution](#)

440.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[tabr's solution](#)

441.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · Kotlin 1.5 (first AC) · Tags: brute force, greedy, sortings
[tabr's solution](#)

442.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1100 · first AC: 2022-01-10 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[tabr's solution](#)

443.

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
[tabr's solution](#)

444.

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
[tabr's solution](#)

445.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,407 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math
[tabr's solution](#)

446.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[tabr's solution](#)

447.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,387 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[tabr's solution](#)

448.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[tabr's solution](#)

449.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: math, number theory
[tabr's solution](#)

450.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,139 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[tabr's solution](#)

451.

1575A

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

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[tabr's solution](#)

452.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: implementation, sortings

[tabr's solution](#)

453.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[tabr's solution](#)

454.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[tabr's solution](#)

455.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[tabr's solution](#)

456.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[tabr's solution](#)

457.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[tabr's solution](#)

458.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tabr's solution](#)

459.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,811 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees

[tabr's solution](#)

460.

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

[tabr's solution](#)

461.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,152 global accepts · Rating: 1100 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[tabr's solution](#)

462.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,828 global accepts · Rating: 1100 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math

[tabr's solution](#)

463.

1327A

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

Quality: 45,735 global accepts · Rating: 1100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: math

[tabr's solution](#)

464.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: math

[tabr's solution](#)

465.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math, ternary search

[tabr's solution](#)

466.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: greedy, sortings

[tabr's solution](#)

467.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, strings

[tabr's solution](#)

468.

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

[tabr's solution](#)

469.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,396 global accepts · Rating: 1100 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

470.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 1100 · first AC: 2020-09-05 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, math

[tabr's solution](#)

471.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

472.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

473.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,999 global accepts · Rating: 1100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[tabr's solution](#)

474.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,784 global accepts · Rating: 1100 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[tabr's solution](#)

475.

1115G1

[AND oracle](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 1100 · first AC: 2020-05-24 · Q# (first AC) · Tags: *special

[tabr's solution](#)

476.

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

[tabr's solution](#)

477.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

478.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[tabr's solution](#)

479.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,701 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[tabr's solution](#)

480.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[tabr's solution](#)

481.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[tabr's solution](#)

482.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[tabr's solution](#)

483.

1909B

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

Quality: 30,970 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[tabr's solution](#)

484.

1848B

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

Quality: 24,410 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[tabr's solution](#)

485.

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tabr's solution](#)

486.

1769C1

[A67001d CD\\$:C](#) •

Quality: 1,118 global accepts · Rating: 1200 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp, greedy

[tabr's solution](#)

487.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tabr's solution](#)

488.

1738B

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

Quality: 18,794 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tabr's solution](#)

489.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,938 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[tabr's solution](#)

490.

1734C

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

Quality: 28,636 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tabr's solution](#)

491.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,756 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[tabr's solution](#)

492.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[tabr's solution](#)

493.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,796 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[tabr's solution](#)

494.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,589 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[tabr's solution](#)

495.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,284 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers
[tabr's solution](#)

496.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[tabr's solution](#)

497.

1679B

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

Quality: 27,435 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[tabr's solution](#)

498.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings
[tabr's solution](#)

499.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[tabr's solution](#)

500.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation
[tabr's solution](#)

501.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: data structures, math, strings
[tabr's solution](#)

502.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[tabr's solution](#)

503.

1657C

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

Quality: 17,684 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[tabr's solution](#)

504.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings
[tabr's solution](#)

505.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[tabr's solution](#)

506.

1635C

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

Quality: 25,138 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

507.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[tabr's solution](#)

508.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,663 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[tabr's solution](#)

509.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

510.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,718 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search
[tabr's solution](#)

511.

1582C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[tabr's solution](#)

512.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[tabr's solution](#)

513.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation,

math, two pointers

[tabr's solution](#)

514.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,344 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[tabr's solution](#)

515.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, dsu, math, sortings

[tabr's solution](#)

516.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[tabr's solution](#)

517.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,815 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[tabr's solution](#)

518.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[tabr's solution](#)

519.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[tabr's solution](#)

520.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,465 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[tabr's solution](#)

521.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,283 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tabr's solution](#)

522.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,029 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[tabr's solution](#)

523.

1527B1

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

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[tabr's solution](#)

524.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[tabr's solution](#)

525.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,490 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[tabr's solution](#)

526.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,939 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[tabr's solution](#)

527.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[tabr's solution](#)

528.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tabr's solution](#)

529.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[tabr's solution](#)

530.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,696 global accepts · Rating: 1200 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: math, number theory

[tabr's solution](#)

531.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, greedy

[tabr's solution](#)

532.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: implementation, math

[tabr's solution](#)

533.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,289 global accepts · Rating: 1200 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: binary search, dp, implementation, two pointers

[tabr's solution](#)

534.

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

535.

1433D

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

Quality: 30,583 global accepts · Rating: 1200 · first AC: 2020-10-21 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar
[tabr's solution](#)

536.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[tabr's solution](#)

537.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-05 · Kotlin 1.4 (first AC) · Tags: brute force, math, number theory
[tabr's solution](#)

538.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[tabr's solution](#)

539.

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-06 · Kotlin 1.4 (first AC) · Tags: brute force, greedy, two pointers
[tabr's solution](#)

540.

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
[tabr's solution](#)

541.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[tabr's solution](#)

542.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[tabr's solution](#)

543.

1001H

[Oracle for \$f\(x\) = \text{parity of the number of 1s in } x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[tabr's solution](#)

544.

1352C

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

Quality: 69,776 global accepts · Rating: 1200 · first AC: 2020-05-15 · Kotlin 1.4 (first AC) · Tags: binary search, math
[tabr's solution](#)

545.

1352B

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

Quality: 44,824 global accepts · Rating: 1200 · first AC: 2020-05-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

546.

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

547.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[tabr's solution](#)

548.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

549.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[tabr's solution](#)

550.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,057 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[tabr's solution](#)

551.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,820 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[tabr's solution](#)

552.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,856 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[tabr's solution](#)

553.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[tabr's solution](#)

554.

1902C

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

Quality: 16,977 global accepts · Rating: 1300 · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[tabr's solution](#)

555.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: two pointers
[tabr's solution](#)

556.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math
[tabr's solution](#)

557.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[tabr's solution](#)

558.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tabr's solution](#)

559.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[tabr's solution](#)

560.

1768C

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

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[tabr's solution](#)

561.

1769C2

[A&TODD CD\\$:C ”•](#)

Quality: 1,077 global accepts · Rating: 1300 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp
[tabr's solution](#)

562.

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[tabr's solution](#)

563.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tabr's solution](#)

564.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,340 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[tabr's solution](#)

565.

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
[tabr's solution](#)

566.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[tabr's solution](#)

567.

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[tabr's solution](#)

568.

1726C

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

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[tabr's solution](#)

569.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,054 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[tabr's solution](#)

570.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[tabr's solution](#)

571.

1693A

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

Quality: 17,439 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

572.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[tabr's solution](#)

573.

1676G

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

Quality: 24,006 global accepts · Rating: 1300 · first AC: 2022-05-10 · Python 3 (first AC) · Tags: dfs and similar, dp, graphs, trees
[tabr's solution](#)

574.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · Python 3 (first AC) · Tags: graphs, implementation, trees
[tabr's solution](#)

575.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,115 global accepts · Rating: 1300 · first AC: 2022-04-21 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math
[tabr's solution](#)

576.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[tabr's solution](#)

577.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[tabr's solution](#)

578.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[tabr's solution](#)

579.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · PyPy 3-64 (first AC) · Tags: dp, greedy, strings

[tabr's solution](#)

580.

1650D

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

Quality: 14,706 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[tabr's solution](#)

581.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[tabr's solution](#)

582.

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

[tabr's solution](#)

583.

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

[tabr's solution](#)

584.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[tabr's solution](#)

585.

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[tabr's solution](#)

586.

1591C

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

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

[tabr's solution](#)

587.

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[tabr's solution](#)

588.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,810 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[tabr's solution](#)

589.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[tabr's solution](#)

590.

1603A

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

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

[tabr's solution](#)

591.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[tabr's solution](#)

592.

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, math

[tabr's solution](#)

593.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[tabr's solution](#)

594.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

595.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tabr's solution](#)

596.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[tabr's solution](#)

597.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[tabr's solution](#)

598.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[tabr's solution](#)

599.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,590 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tabr's solution](#)

600.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,813 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[tabr's solution](#)

601.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1300 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, math, two pointers

[tabr's solution](#)

602.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[tabr's solution](#)

603.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[tabr's solution](#)

604.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 1300 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[tabr's solution](#)

605.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[tabr's solution](#)

606.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-02-17 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, greedy, math

[tabr's solution](#)

607.

1470A

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

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[tabr's solution](#)

608.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[tabr's solution](#)

609.

1446A

[Knapsack](#) · [Tutorial](#)

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

610.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-11-02 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dsu, math
[tabr's solution](#)

611.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,849 global accepts · Rating: 1300 · first AC: 2020-10-21 · Kotlin 1.4 (first AC) · Tags: combinatorics, math
[tabr's solution](#)

612.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[tabr's solution](#)

613.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[tabr's solution](#)

614.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[tabr's solution](#)

615.

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings
[tabr's solution](#)

616.

1002D2

[Oracle for \$f\(x\) = b * x + \(1 - b\) * \(1 - x\) \bmod 2\$](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[tabr's solution](#)

617.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[tabr's solution](#)

618.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

619.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

620.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,961 global accepts · Rating: 1300 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[tabr's solution](#)

621.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,996 global accepts · Rating: 1300 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: dp, graphs, implementation, shortest paths

[tabr's solution](#)

622.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,011 global accepts · Rating: 1300 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: math, number theory

[tabr's solution](#)

623.

1347D

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

Rating: 1300 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

624.

1352D

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

Quality: 29,857 global accepts · Rating: 1300 · first AC: 2020-05-15 · Kotlin 1.4 (first AC) · Tags: implementation

[tabr's solution](#)

625.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[tabr's solution](#)

626.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[tabr's solution](#)

627.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tabr's solution](#)

628.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[tabr's solution](#)

629.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[tabr's solution](#)

630.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[tabr's solution](#)

631.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, greedy, math

[tabr's solution](#)

632.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,224 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[tabr's solution](#)

633.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[tabr's solution](#)

634.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,586 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[tabr's solution](#)

635.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math

[tabr's solution](#)

636.

1965A

[Everything Nim](#) · [Tutorial](#)

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

[tabr's solution](#)

637.

1919C

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

Quality: 28,586 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tabr's solution](#)

638.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[tabr's solution](#)

639.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[tabr's solution](#)

640.

1854A1

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

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

641.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[tabr's solution](#)

642.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[tabr's solution](#)

643.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
[tabr's solution](#)

644.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,321 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[tabr's solution](#)

645.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,324 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[tabr's solution](#)

646.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[tabr's solution](#)

647.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[tabr's solution](#)

648.

1771B

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

Quality: 21,335 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[tabr's solution](#)

649.

1769B2

[A > C](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 1400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, brute force, math
[tabr's solution](#)

650.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[tabr's solution](#)

651.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,730 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tabr's solution](#)

652.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[tabr's solution](#)

653.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[tabr's solution](#)

654.

1750C

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

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

[tabr's solution](#)

655.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,734 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[tabr's solution](#)

656.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[tabr's solution](#)

657.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[tabr's solution](#)

658.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[tabr's solution](#)

659.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[tabr's solution](#)

660.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1400 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: brute force, math, number theory

[tabr's solution](#)

661.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation
[tabr's solution](#)

662.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[tabr's solution](#)

663.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[tabr's solution](#)

664.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tabr's solution](#)

665.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,411 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[tabr's solution](#)

666.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[tabr's solution](#)

667.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[tabr's solution](#)

668.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tabr's solution](#)

669.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[tabr's solution](#)

670.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[tabr's solution](#)

671.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: brute force

[tabr's solution](#)

672.

1670C

[Where is the Pizza? · Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[tabr's solution](#)

673.

1644C

[Increase Subarray Sums · Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · Kotlin 1.5 (first AC) · Tags: brute force, dp, greedy, implementation

[tabr's solution](#)

674.

1634B

[Fortune Telling · Tutorial](#)

Quality: 22,303 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[tabr's solution](#)

675.

1628A

[Maximum Array · Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[tabr's solution](#)

676.

1627C

[Not Assigning · Tutorial](#)

Quality: 16,241 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

[tabr's solution](#)

677.

1624D

[Palindromes Coloring · Tutorial](#)

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · Kotlin 1.5 (first AC) · Tags: binary search, greedy, sortings, strings

[tabr's solution](#)

678.

1609C

[Complex Market Analysis · Tutorial](#)

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

[tabr's solution](#)

679.

1605C

[Dominant Character · Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · Java 8 (first AC) · Tags: brute force, greedy, implementation, strings

[tabr's solution](#)

680.

1606C

[Banknotes · Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[tabr's solution](#)

681.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 1400 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy
[tabr's solution](#)

682.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 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
[tabr's solution](#)

683.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[tabr's solution](#)

684.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[tabr's solution](#)

685.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[tabr's solution](#)

686.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers
[tabr's solution](#)

687.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[tabr's solution](#)

688.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[tabr's solution](#)

689.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,612 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tabr's solution](#)

690.

1515C

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

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

691.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,470 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[tabr's solution](#)

692.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[tabr's solution](#)

693.

1506D

[Epic Transformation](#) · [Tutorial](#)

Quality: 25,537 global accepts · Rating: 1400 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy

[tabr's solution](#)

694.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[tabr's solution](#)

695.

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy

[tabr's solution](#)

696.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[tabr's solution](#)

697.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,295 global accepts · Rating: 1400 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[tabr's solution](#)

698.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[tabr's solution](#)

699.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[tabr's solution](#)

700.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: math

[tabr's solution](#)

701.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: binary search, geometry, math, ternary search
[tabr's solution](#)

702.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[tabr's solution](#)

703.

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
[tabr's solution](#)

704.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[tabr's solution](#)

705.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[tabr's solution](#)

706.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[tabr's solution](#)

707.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
[tabr's solution](#)

708.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[tabr's solution](#)

709.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[tabr's solution](#)

710.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[tabr's solution](#)

711.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[tabr's solution](#)

712.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2020-05-23 · Q# (first AC) · Tags: *special

[tabr's solution](#)

713.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2020-05-22 · Q# (first AC) · Tags: *special

[tabr's solution](#)

714.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[tabr's solution](#)

715.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[tabr's solution](#)

716.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tabr's solution](#)

717.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tabr's solution](#)

718.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[tabr's solution](#)

719.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[tabr's solution](#)

720.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[tabr's solution](#)

721.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[tabr's solution](#)

722.

1842C

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

Quality: 16,496 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tabr's solution](#)

723.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[tabr's solution](#)

724.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings

[tabr's solution](#)

725.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[tabr's solution](#)

726.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tabr's solution](#)

727.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[tabr's solution](#)

728.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,777 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[tabr's solution](#)

729.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[tabr's solution](#)

730.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[tabr's solution](#)

731.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tabr's solution](#)

732.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

733.

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers
[tabr's solution](#)

734.

1676H2

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

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, sortings
[tabr's solution](#)

735.

1675E

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

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: dsu, greedy, strings
[tabr's solution](#)

736.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
[tabr's solution](#)

737.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[tabr's solution](#)

738.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[tabr's solution](#)

739.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,517 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
[tabr's solution](#)

740.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[tabr's solution](#)

741.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[tabr's solution](#)

742.

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

[tabr's solution](#)

743.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[tabr's solution](#)

744.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: constructive algorithms, trees

[tabr's solution](#)

745.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[tabr's solution](#)

746.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[tabr's solution](#)

747.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[tabr's solution](#)

748.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

749.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[tabr's solution](#)

750.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: greedy, sortings, strings

[tabr's solution](#)

751.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[tabr's solution](#)

752.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[tabr's solution](#)

753.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[tabr's solution](#)

754.

1542B

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

Quality: 26,538 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[tabr's solution](#)

755.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: binary search, dp, math, number theory
[tabr's solution](#)

756.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,122 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory
[tabr's solution](#)

757.

1526C1

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

Quality: 27,190 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy
[tabr's solution](#)

758.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[tabr's solution](#)

759.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[tabr's solution](#)

760.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[tabr's solution](#)

761.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,536 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[tabr's solution](#)

762.

1506E

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

Quality: 14,195 global accepts · Rating: 1500 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation
[tabr's solution](#)

763.

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, greedy, math
[tabr's solution](#)

764.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, geometry, shortest paths, sortings
[tabr's solution](#)

765.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

766.

1490F

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

Quality: 18,383 global accepts · Rating: 1500 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, math, sortings
[tabr's solution](#)

767.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1500 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, math, number theory
[tabr's solution](#)

768.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[tabr's solution](#)

769.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

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

770.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[tabr's solution](#)

771.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[tabr's solution](#)

772.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[tabr's solution](#)

773.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[tabr's solution](#)

774.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[tabr's solution](#)

775.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
[tabr's solution](#)

776.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[tabr's solution](#)

777.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,391 global accepts · Rating: 1500 · first AC: 2020-09-05 · Kotlin 1.4 (first AC) · Tags: greedy, math
[tabr's solution](#)

778.

1400C

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

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[tabr's solution](#)

779.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[tabr's solution](#)

780.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-06 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[tabr's solution](#)

781.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[tabr's solution](#)

782.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[tabr's solution](#)

783.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[tabr's solution](#)

784.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,962 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[tabr's solution](#)

785.

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[tabr's solution](#)

786.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tabr's solution](#)

787.

1368B

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

Quality: 21,440 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[tabr's solution](#)

788.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

789.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tabr's solution](#)

790.

1115U1

[Anti-diagonal unitary](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 1500 · first AC: 2020-05-23 · Q# (first AC) · Tags: *special

[tabr's solution](#)

791.

1352F

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

Quality: 19,402 global accepts · Rating: 1500 · first AC: 2020-05-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, dfs and similar, math

[tabr's solution](#)

792.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,017 global accepts · Rating: 1500 · first AC: 2020-05-15 · Kotlin 1.4 (first AC) · Tags: brute force, implementation, two pointers
[tabr's solution](#)

793.

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2020-05-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[tabr's solution](#)

794.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[tabr's solution](#)

795.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings
[tabr's solution](#)

796.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[tabr's solution](#)

797.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers
[tabr's solution](#)

798.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[tabr's solution](#)

799.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[tabr's solution](#)

800.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers
[tabr's solution](#)

801.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[tabr's solution](#)

802.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms, greedy
[tabr's solution](#)

803.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math
[tabr's solution](#)

804.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,785 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[tabr's solution](#)

805.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[tabr's solution](#)

806.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[tabr's solution](#)

807.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special
[tabr's solution](#)

808.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[tabr's solution](#)

809.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

810.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[tabr's solution](#)

811.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[tabr's solution](#)

812.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[tabr's solution](#)

813.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[tabr's solution](#)

814.

1781C

[Equal Frequencies](#) · [Tutorial](#)

Quality: 10,461 global accepts · Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[tabr's solution](#)

815.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[tabr's solution](#)

816.

1771C

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

Quality: 11,597 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[tabr's solution](#)

817.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,009 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[tabr's solution](#)

818.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tabr's solution](#)

819.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tabr's solution](#)

820.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[tabr's solution](#)

821.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[tabr's solution](#)

822.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,324 global accepts · Rating: 1600 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[tabr's solution](#)

823.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[tabr's solution](#)

824.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[tabr's solution](#)

825.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[tabr's solution](#)

826.

1698D

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

Quality: 12,087 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[tabr's solution](#)

827.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[tabr's solution](#)

828.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[tabr's solution](#)

829.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[tabr's solution](#)

830.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tabr's solution](#)

831.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[tabr's solution](#)

832.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, two pointers

[tabr's solution](#)

833.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,700 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tabr's solution](#)

834.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[tabr's solution](#)

835.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[tabr's solution](#)

836.

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

[tabr's solution](#)

837.

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

[tabr's solution](#)

838.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[tabr's solution](#)

839.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[tabr's solution](#)

840.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tabr's solution](#)

841.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tabr's solution](#)

842.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[tabr's solution](#)

843.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

844.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[tabr's solution](#)

845.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[tabr's solution](#)

846.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tabr's solution](#)

847.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,470 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[tabr's solution](#)

848.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[tabr's solution](#)

849.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tabr's solution](#)

850.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[tabr's solution](#)

851.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[tabr's solution](#)

852.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[tabr's solution](#)

853.

1526C2

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

Quality: 29,740 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[tabr's solution](#)

854.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[tabr's solution](#)

855.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[tabr's solution](#)

856.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[tabr's solution](#)

857.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[tabr's solution](#)

858.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[tabr's solution](#)

859.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tabr's solution](#)

860.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[tabr's solution](#)

861.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[tabr's solution](#)

862.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

863.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tabr's solution](#)

864.

1486C1

[Guessing the Greatest \(easy version\) · Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, interactive
[tabr's solution](#)

865.

1469C

[Building a Fence · Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: dp, greedy, implementation, two pointers
[tabr's solution](#)

866.

1476C

[Longest Simple Cycle · Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-02-17 · Kotlin 1.4 (first AC) · Tags: dp, graphs, greedy
[tabr's solution](#)

867.

1431C

[Black Friday · Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[tabr's solution](#)

868.

1327C

[Game with Chips · Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation
[tabr's solution](#)

869.

1303C

[Perfect Keyboard · Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: dfs and similar, greedy, implementation
[tabr's solution](#)

870.

1295C

[Obtain The String · Tutorial](#)

Quality: 13,846 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: dp, greedy, strings
[tabr's solution](#)

871.

1334C

[Circle of Monsters · Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, greedy, math
[tabr's solution](#)

872.

1437D

[Minimal Height Tree · Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: graphs, greedy, shortest paths, trees
[tabr's solution](#)

873.

1407C

[Chocolate Bunny · Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[tabr's solution](#)

874.

1396A

[Multiples of Length · Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

number theory

[tabr's solution](#)

875.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,625 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[tabr's solution](#)

876.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[tabr's solution](#)

877.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[tabr's solution](#)

878.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,668 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[tabr's solution](#)

879.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[tabr's solution](#)

880.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

881.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

882.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

883.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

884.

1346D

[Constructing the Dungeon](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[tabr's solution](#)

885.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings
[tabr's solution](#)

886.

1115G3

[Palindrome checker oracle](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 1600 · first AC: 2020-05-25 · Q# (first AC) · Tags: *special
[tabr's solution](#)

887.

1115G2

[OR oracle](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 1600 · first AC: 2020-05-24 · Q# (first AC) · Tags: *special
[tabr's solution](#)

888.

1115U2

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

Quality: 239 global accepts · Rating: 1600 · first AC: 2020-05-23 · Q# (first AC) · Tags: *special
[tabr's solution](#)

889.

1347E

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

Rating: 1600 · first AC: 2020-05-22 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms
[tabr's solution](#)

890.

1352G

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

Quality: 24,803 global accepts · Rating: 1600 · first AC: 2020-05-15 · Kotlin 1.4 (first AC) · Tags: constructive algorithms
[tabr's solution](#)

891.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[tabr's solution](#)

892.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[tabr's solution](#)

893.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[tabr's solution](#)

894.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,668 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[tabr's solution](#)

895.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[tabr's solution](#)

896.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[tabr's solution](#)

897.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[tabr's solution](#)

898.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[tabr's solution](#)

899.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[tabr's solution](#)

900.

2201B

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

Quality: 4,957 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[tabr's solution](#)

901.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[tabr's solution](#)

902.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tabr's solution](#)

903.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[tabr's solution](#)

904.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[tabr's solution](#)

905.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[tabr's solution](#)

906.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[tabr's solution](#)

907.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[tabr's solution](#)

908.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[tabr's solution](#)

909.

1835A

[k-th equality](#) · [Tutorial](#)

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

910.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[tabr's solution](#)

911.

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
[tabr's solution](#)

912.

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
[tabr's solution](#)

913.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 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
[tabr's solution](#)

914.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[tabr's solution](#)

915.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities
[tabr's solution](#)

916.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[tabr's solution](#)

917.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[tabr's solution](#)

918.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[tabr's solution](#)

919.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[tabr's solution](#)

920.

1709D

[Rorororobot](#) · [Tutorial](#)

Quality: 10,211 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[tabr's solution](#)

921.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[tabr's solution](#)

922.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[tabr's solution](#)

923.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[tabr's solution](#)

924.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[tabr's solution](#)

925.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tabr's solution](#)

926.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math
[tabr's solution](#)

927.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, strings
[tabr's solution](#)

928.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[tabr's solution](#)

929.

1681D

[Required Length](#) · [Tutorial](#)

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

[tabr's solution](#)

930.

1684D

[Traps](#) · [Tutorial](#)

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

[tabr's solution](#)

931.

1677B

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

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

932.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[tabr's solution](#)

933.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[tabr's solution](#)

934.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[tabr's solution](#)

935.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · last AC: 2022-03-31 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, strings

[tabr's solution](#)

936.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

937.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · Kotlin 1.5 (first AC) · Tags: data structures, implementation, math
[tabr's solution](#)

938.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[tabr's solution](#)

939.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[tabr's solution](#)

940.

1625C

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

Quality: 13,290 global accepts · Rating: 1700 · first AC: 2022-01-12 · Kotlin 1.5 (first AC) · Tags: dp
[tabr's solution](#)

941.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math
[tabr's solution](#)

942.

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
[tabr's solution](#)

943.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

944.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[tabr's solution](#)

945.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1700 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[tabr's solution](#)

946.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[tabr's solution](#)

947.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[tabr's solution](#)

948.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[tabr's solution](#)

949.

1594D

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

Quality: 9,399 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[tabr's solution](#)

950.

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, dp, greedy

[tabr's solution](#)

951.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[tabr's solution](#)

952.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[tabr's solution](#)

953.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[tabr's solution](#)

954.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

[tabr's solution](#)

955.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[tabr's solution](#)

956.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[tabr's solution](#)

957.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[tabr's solution](#)

958.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

959.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[tabr's solution](#)

960.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[tabr's solution](#)

961.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[tabr's solution](#)

962.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 1700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[tabr's solution](#)

963.

1528B

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

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

[tabr's solution](#)

964.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[tabr's solution](#)

965.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[tabr's solution](#)

966.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[tabr's solution](#)

967.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[tabr's solution](#)

968.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tabr's solution](#)

969.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: data structures, dp, implementation, strings

[tabr's solution](#)

970.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[tabr's solution](#)

971.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[tabr's solution](#)

972.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[tabr's solution](#)

973.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: combinatorics, math

[tabr's solution](#)

974.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: math, strings

[tabr's solution](#)

975.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,299 global accepts · Rating: 1700 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: binary search, math

[tabr's solution](#)

976.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,314 global accepts · Rating: 1700 · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, greedy, two pointers

[tabr's solution](#)

977.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[tabr's solution](#)

978.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[tabr's solution](#)

979.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[tabr's solution](#)

980.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tabr's solution](#)

981.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[tabr's solution](#)

982.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[tabr's solution](#)

983.

1368D

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

Quality: 13,663 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[tabr's solution](#)

984.

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

985.

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

986.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[tabr's solution](#)

987.

1361A

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

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

[tabr's solution](#)

988.

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs

[tabr's solution](#)

989.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[tabr's solution](#)

990.

1115U3

[Block unitary](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 1700 · first AC: 2020-05-23 · Q# (first AC) · Tags: *special

[tabr's solution](#)

991.

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2020-05-02 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[tabr's solution](#)

992.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[tabr's solution](#)

993.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[tabr's solution](#)

994.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[tabr's solution](#)

995.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[tabr's solution](#)

996.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[tabr's solution](#)

997.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[tabr's solution](#)

998.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · Python 3 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[tabr's solution](#)

999.

1281C

[Cut and Paste](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[tabr's solution](#)

1000.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[tabr's solution](#)

1001.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[tabr's solution](#)

1002.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths
[tabr's solution](#)

1003.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force
[tabr's solution](#)

1004.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, math
[tabr's solution](#)

1005.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[tabr's solution](#)

1006.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[tabr's solution](#)

1007.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[tabr's solution](#)

1008.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[tabr's solution](#)

1009.

1965B

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

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

[tabr's solution](#)

1010.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tabr's solution](#)

1011.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[tabr's solution](#)

1012.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[tabr's solution](#)

1013.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tabr's solution](#)

1014.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[tabr's solution](#)

1015.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[tabr's solution](#)

1016.

1781D

[Many Perfect Squares](#) · [Tutorial](#)

Quality: 6,305 global accepts · Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[tabr's solution](#)

1017.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tabr's solution](#)

1018.

1769D1

[A,3D0C1 CT2D6BCaC I](#)

Quality: 421 global accepts · Rating: 1800 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, dp

[tabr's solution](#)

1019.

1759F

[All Possible Digits · Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[tabr's solution](#)

1020.

1750D

[Count GCD · Tutorial](#)

Quality: 7,367 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[tabr's solution](#)

1021.

1732C1

[Sheikh \(Easy version\) · Tutorial](#)

Quality: 7,576 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[tabr's solution](#)

1022.

1734D

[Slime Escape · Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[tabr's solution](#)

1023.

1729E

[Guess the Cycle Size · Tutorial](#)

Quality: 7,916 global accepts · Rating: 1800 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[tabr's solution](#)

1024.

1725H

[Hot Black Hot White · Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

1025.

1725M

[Moving Both Hands · Tutorial](#)

Quality: 4,392 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[tabr's solution](#)

1026.

1728D

[Letter Picking · Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[tabr's solution](#)

1027.

1721D

[Maximum AND · Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · last AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[tabr's solution](#)

1028.

1720D1

[Xor-Subsequence \(easy version\) · Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[tabr's solution](#)

1029.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tabr's solution](#)

1030.

1713D

[Tournament Countdown · Tutorial](#)

Quality: 6,230 global accepts · Rating: 1800 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[tabr's solution](#)

1031.

1709C

[Recover an RBS · Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[tabr's solution](#)

1032.

1705D

[Mark and Lightbulbs · Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[tabr's solution](#)

1033.

1691D

[Max GEQ Sum · Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[tabr's solution](#)

1034.

1675F

[Vlad and Unfinished Business · Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · Python 3 (first AC) · Tags: dfs and similar, dp, greedy, trees

[tabr's solution](#)

1035.

1674F

[Desktop Rearrangement · Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[tabr's solution](#)

1036.

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

[tabr's solution](#)

1037.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[tabr's solution](#)

1038.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[tabr's solution](#)

1039.

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

[tabr's solution](#)

1040.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[tabr's solution](#)

1041.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[tabr's solution](#)

1042.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: binary search, data structures, two pointers

[tabr's solution](#)

1043.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[tabr's solution](#)

1044.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[tabr's solution](#)

1045.

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, brute force, constructive algorithms, implementation, math

[tabr's solution](#)

1046.

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

1047.

1575D

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

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[tabr's solution](#)

1048.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[tabr's solution](#)

1049.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[tabr's solution](#)

1050.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,597 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[tabr's solution](#)

1051.

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

[tabr's solution](#)

1052.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[tabr's solution](#)

1053.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[tabr's solution](#)

1054.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[tabr's solution](#)

1055.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[tabr's solution](#)

1056.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[tabr's solution](#)

1057.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive,

trees

[tabr's solution](#)

1058.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[tabr's solution](#)

1059.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[tabr's solution](#)

1060.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[tabr's solution](#)

1061.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[tabr's solution](#)

1062.

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

[tabr's solution](#)

1063.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[tabr's solution](#)

1064.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[tabr's solution](#)

1065.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[tabr's solution](#)

1066.

1466E

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

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

[tabr's solution](#)

1067.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy,

implementation, two pointers

[tabr's solution](#)

1068.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[tabr's solution](#)

1069.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: math, number theory

[tabr's solution](#)

1070.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-11-09 · Kotlin 1.4 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[tabr's solution](#)

1071.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[tabr's solution](#)

1072.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[tabr's solution](#)

1073.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · Kotlin 1.4 (first AC) · Tags: binary search, dp, sortings, two pointers

[tabr's solution](#)

1074.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,938 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[tabr's solution](#)

1075.

1398D

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

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[tabr's solution](#)

1076.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[tabr's solution](#)

1077.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[tabr's solution](#)

1078.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[tabr's solution](#)

1079.

1367D

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

Quality: 8,812 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[tabr's solution](#)

1080.

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2020-06-15 · Q# (first AC) · Tags: *special
[tabr's solution](#)

1081.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[tabr's solution](#)

1082.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers
[tabr's solution](#)

1083.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[tabr's solution](#)

1084.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tabr's solution](#)

1085.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[tabr's solution](#)

1086.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[tabr's solution](#)

1087.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers
[tabr's solution](#)

1088.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,159 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[tabr's solution](#)

1089.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[tabr's solution](#)

1090.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[tabr's solution](#)

1091.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[tabr's solution](#)

1092.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tabr's solution](#)

1093.

1281D

[Beingawesomeism](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tabr's solution](#)

1094.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tabr's solution](#)

1095.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[tabr's solution](#)

1096.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tabr's solution](#)

1097.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tabr's solution](#)

1098.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[tabr's solution](#)

1099.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[tabr's solution](#)

1100.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tabr's solution](#)

1101.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[tabr's solution](#)

1102.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 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

[tabr's solution](#)

1103.

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, constructive algorithms

[tabr's solution](#)

1104.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[tabr's solution](#)

1105.

1957D

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

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[tabr's solution](#)

1106.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[tabr's solution](#)

1107.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[tabr's solution](#)

1108.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · last AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: binary search, data structures, dp, implementation

[tabr's solution](#)

1109.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: data structures, strings, trees

[tabr's solution](#)

1110.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[tabr's solution](#)

1111.

1854A2

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

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

[tabr's solution](#)

1112.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[tabr's solution](#)

1113.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tabr's solution](#)

1114.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[tabr's solution](#)

1115.

1799D1

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

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tabr's solution](#)

1116.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[tabr's solution](#)

1117.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tabr's solution](#)

1118.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[tabr's solution](#)

1119.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[tabr's solution](#)

1120.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tabr's solution](#)

1121.

1746D

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

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

[tabr's solution](#)

1122.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[tabr's solution](#)

1123.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[tabr's solution](#)

1124.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

[tabr's solution](#)

1125.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[tabr's solution](#)

1126.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[tabr's solution](#)

1127.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tabr's solution](#)

1128.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · Kotlin 1.6 (first AC) · Tags: constructive algorithms, implementation, trees
[tabr's solution](#)

1129.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[tabr's solution](#)

1130.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings
[tabr's solution](#)

1131.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
[tabr's solution](#)

1132.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[tabr's solution](#)

1133.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[tabr's solution](#)

1134.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[tabr's solution](#)

1135.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths
[tabr's solution](#)

1136.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs
[tabr's solution](#)

1137.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

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

[tabr's solution](#)

1138.

1673D

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

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

[tabr's solution](#)

1139.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[tabr's solution](#)

1140.

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[tabr's solution](#)

1141.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[tabr's solution](#)

1142.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[tabr's solution](#)

1143.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[tabr's solution](#)

1144.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · Kotlin 1.5 (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[tabr's solution](#)

1145.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[tabr's solution](#)

1146.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-01-10 · Kotlin 1.5 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[tabr's solution](#)

1147.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[tabr's solution](#)

1148.

1591D

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

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

[tabr's solution](#)

1149.

1613D

[MEX Sequences](#) · [Tutorial](#)

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

[tabr's solution](#)

1150.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-25 · Java 11 (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[tabr's solution](#)

1151.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[tabr's solution](#)

1152.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: brute force, math, number theory

[tabr's solution](#)

1153.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[tabr's solution](#)

1154.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[tabr's solution](#)

1155.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[tabr's solution](#)

1156.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[tabr's solution](#)

1157.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[tabr's solution](#)

1158.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[tabr's solution](#)

1159.

1527B2

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

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[tabr's solution](#)

1160.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[tabr's solution](#)

1161.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[tabr's solution](#)

1162.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[tabr's solution](#)

1163.

1508A

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

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

[tabr's solution](#)

1164.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[tabr's solution](#)

1165.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[tabr's solution](#)

1166.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[tabr's solution](#)

1167.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[tabr's solution](#)

1168.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[tabr's solution](#)

1169.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, interactive

[tabr's solution](#)

1170.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-16 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, math

[tabr's solution](#)

1171.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[tabr's solution](#)

1172.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[tabr's solution](#)

1173.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[tabr's solution](#)

1174.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tabr's solution](#)

1175.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: bitmasks, greedy

[tabr's solution](#)

1176.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[tabr's solution](#)

1177.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[tabr's solution](#)

1178.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tabr's solution](#)

1179.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[tabr's solution](#)

1180.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[tabr's solution](#)

1181.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[tabr's solution](#)

1182.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[tabr's solution](#)

1183.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[tabr's solution](#)

1184.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[tabr's solution](#)

1185.

1002E2

[Another array reconstruction algorithm](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 1900 · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[tabr's solution](#)

1186.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,845 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[tabr's solution](#)

1187.

1002A4

[Generate W state](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 1900 · first AC: 2020-06-16 · Q# (first AC) · Tags: *special

[tabr's solution](#)

1188.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[tabr's solution](#)

1189.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings
[tabr's solution](#)

1190.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

1191.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[tabr's solution](#)

1192.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
[tabr's solution](#)

1193.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[tabr's solution](#)

1194.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[tabr's solution](#)

1195.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[tabr's solution](#)

1196.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,452 global accepts · Rating: 1900 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[tabr's solution](#)

1197.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[tabr's solution](#)

1198.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[tabr's solution](#)

1199.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[tabr's solution](#)

1200.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
[tabr's solution](#)

1201.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[tabr's solution](#)

1202.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math
[tabr's solution](#)

1203.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[tabr's solution](#)

1204.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings
[tabr's solution](#)

1205.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[tabr's solution](#)

1206.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,067 global accepts · Rating: 1900 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[tabr's solution](#)

1207.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[tabr's solution](#)

1208.

1202D

[Print a 1337-string... · Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[tabr's solution](#)

1209.

1207E

[XOR Guessing · Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[tabr's solution](#)

1210.

1173D

[Nauuo and Circle · Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[tabr's solution](#)

1211.

2199F

[Self-Produced Sequences · Tutorial](#)

Quality: 149 global accepts · Rating: 2000 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics, math

[tabr's solution](#)

1212.

2201C

[Rigged Bracket Sequence · Tutorial](#)

Quality: 1,994 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy

[tabr's solution](#)

1213.

2178E

[Flatten or Concatenate · Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[tabr's solution](#)

1214.

2172I

[Birthday · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[tabr's solution](#)

1215.

2061E

[Kevin and And · Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[tabr's solution](#)

1216.

1994E

[Wooden Game · Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[tabr's solution](#)

1217.

1958F

[Narrow Paths · Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, combinatorics

[tabr's solution](#)

1218.

1956D

[Nene and the Mex Operator · Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[tabr's solution](#)

1219.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy, trees

[tabr's solution](#)

1220.

1830B

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

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tabr's solution](#)

1221.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[tabr's solution](#)

1222.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[tabr's solution](#)

1223.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tabr's solution](#)

1224.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[tabr's solution](#)

1225.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tabr's solution](#)

1226.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[tabr's solution](#)

1227.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[tabr's solution](#)

1228.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[tabr's solution](#)

1229.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[tabr's solution](#)

1230.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[tabr's solution](#)

1231.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[tabr's solution](#)

1232.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[tabr's solution](#)

1233.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[tabr's solution](#)

1234.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[tabr's solution](#)

1235.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[tabr's solution](#)

1236.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[tabr's solution](#)

1237.

1674G

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

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs

[tabr's solution](#)

1238.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tabr's solution](#)

1239.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[tabr's solution](#)

1240.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[tabr's solution](#)

1241.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[tabr's solution](#)

1242.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[tabr's solution](#)

1243.

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

[tabr's solution](#)

1244.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[tabr's solution](#)

1245.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[tabr's solution](#)

1246.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · Kotlin 1.5 (first AC) · Tags: binary search, constructive algorithms, interactive

[tabr's solution](#)

1247.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · Kotlin 1.5 (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[tabr's solution](#)

1248.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[tabr's solution](#)

1249.

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
[tabr's solution](#)

1250.

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
[tabr's solution](#)

1251.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[tabr's solution](#)

1252.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[tabr's solution](#)

1253.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
[tabr's solution](#)

1254.

1613E

[Crazy Robot](#) · [Tutorial](#)

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

1255.

1610D

[Not Quite Lee](#) · [Tutorial](#)

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

1256.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[tabr's solution](#)

1257.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[tabr's solution](#)

1258.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-12 · Java 8 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[tabr's solution](#)

1259.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[tabr's solution](#)

1260.

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dp
[tabr's solution](#)

1261.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[tabr's solution](#)

1262.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[tabr's solution](#)

1263.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tabr's solution](#)

1264.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

1265.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, dp
[tabr's solution](#)

1266.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[tabr's solution](#)

1267.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[tabr's solution](#)

1268.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[tabr's solution](#)

1269.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[tabr's solution](#)

1270.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dp
[tabr's solution](#)

1271.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
[tabr's solution](#)

1272.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[tabr's solution](#)

1273.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
[tabr's solution](#)

1274.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, dp, greedy, strings
[tabr's solution](#)

1275.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-25 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[tabr's solution](#)

1276.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · Kotlin 1.4 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[tabr's solution](#)

1277.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special
[tabr's solution](#)

1278.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-16 · last AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[tabr's solution](#)

1279.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, geometry, math
[tabr's solution](#)

1280.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: data structures, dp, implementation, two pointers
[tabr's solution](#)

1281.

1427D

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

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[tabr's solution](#)

1282.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[tabr's solution](#)

1283.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings
[tabr's solution](#)

1284.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[tabr's solution](#)

1285.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-28 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[tabr's solution](#)

1286.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

1287.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
[tabr's solution](#)

1288.

1391D

[505](#) · [Tutorial](#)

Quality: 5,769 global accepts · Rating: 2000 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[tabr's solution](#)

1289.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-06 · Kotlin 1.4 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tabr's solution](#)

1290.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[tabr's solution](#)

1291.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,081 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[tabr's solution](#)

1292.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tabr's solution](#)

1293.

1380D

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

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[tabr's solution](#)

1294.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[tabr's solution](#)

1295.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[tabr's solution](#)

1296.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tabr's solution](#)

1297.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math

[tabr's solution](#)

1298.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: combinatorics, math, number theory
[tabr's solution](#)

1299.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[tabr's solution](#)

1300.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

1301.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[tabr's solution](#)

1302.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[tabr's solution](#)

1303.

1211E

[Double Permutation Inc.](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2000 · first AC: 2020-05-02 · last AC: 2020-05-02 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[tabr's solution](#)

1304.

1211D

[Teams](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 2000 · first AC: 2020-05-02 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, math
[tabr's solution](#)

1305.

1281E

[Jeremy Bearimy](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, trees
[tabr's solution](#)

1306.

1304E

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

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[tabr's solution](#)

1307.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[tabr's solution](#)

1308.

1296E2

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

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[tabr's solution](#)

1309.

1294F

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

Quality: 6,863 global accepts · Rating: 2000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[tabr's solution](#)

1310.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[tabr's solution](#)

1311.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[tabr's solution](#)

1312.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[tabr's solution](#)

1313.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[tabr's solution](#)

1314.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,750 global accepts · Rating: 2000 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[tabr's solution](#)

1315.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[tabr's solution](#)

1316.

2199E

[Supersequence](#) · [Tutorial](#)

Quality: 183 global accepts · Rating: 2100 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, binary search, greedy
[tabr's solution](#)

1317.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[tabr's solution](#)

1318.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[tabr's solution](#)

1319.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[tabr's solution](#)

1320.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[tabr's solution](#)

1321.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tabr's solution](#)

1322.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tabr's solution](#)

1323.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[tabr's solution](#)

1324.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, math

[tabr's solution](#)

1325.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, dp

[tabr's solution](#)

1326.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[tabr's solution](#)

1327.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[tabr's solution](#)

1328.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[tabr's solution](#)

1329.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,707 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[tabr's solution](#)

1330.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[tabr's solution](#)

1331.

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[tabr's solution](#)

1332.

1787E

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

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tabr's solution](#)

1333.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[tabr's solution](#)

1334.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[tabr's solution](#)

1335.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[tabr's solution](#)

1336.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[tabr's solution](#)

1337.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[tabr's solution](#)

1338.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[tabr's solution](#)

1339.

1725F

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

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings
[tabr's solution](#)

1340.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[tabr's solution](#)

1341.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[tabr's solution](#)

1342.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
[tabr's solution](#)

1343.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[tabr's solution](#)

1344.

1660F2

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

Quality: 3,145 global accepts · Rating: 2100 · first AC: 2022-03-31 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math, strings
[tabr's solution](#)

1345.

1650G

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

Quality: 2,938 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths
[tabr's solution](#)

1346.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation
[tabr's solution](#)

1347.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[tabr's solution](#)

1348.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[tabr's solution](#)

1349.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[tabr's solution](#)

1350.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[tabr's solution](#)

1351.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · Java 8 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[tabr's solution](#)

1352.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[tabr's solution](#)

1353.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[tabr's solution](#)

1354.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[tabr's solution](#)

1355.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[tabr's solution](#)

1356.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[tabr's solution](#)

1357.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,528 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[tabr's solution](#)

1358.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, implementation, math

[tabr's solution](#)

1359.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[tabr's solution](#)

1360.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[tabr's solution](#)

1361.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tabr's solution](#)

1362.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[tabr's solution](#)

1363.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · Kotlin 1.4 (first AC) · Tags: binary search, greedy, math, ternary search

[tabr's solution](#)

1364.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[tabr's solution](#)

1365.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[tabr's solution](#)

1366.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[tabr's solution](#)

1367.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[tabr's solution](#)

1368.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tabr's solution](#)

1369.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[tabr's solution](#)

1370.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[tabr's solution](#)

1371.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, data structures, dp
[tabr's solution](#)

1372.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[tabr's solution](#)

1373.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[tabr's solution](#)

1374.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[tabr's solution](#)

1375.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[tabr's solution](#)

1376.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy
[tabr's solution](#)

1377.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[tabr's solution](#)

1378.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
[tabr's solution](#)

1379.

1433G

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

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-21 · last AC: 2020-10-21 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, shortest paths

[tabr's solution](#)

1380.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · Kotlin 1.4 (first AC) · Tags: dp

[tabr's solution](#)

1381.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[tabr's solution](#)

1382.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[tabr's solution](#)

1383.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[tabr's solution](#)

1384.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,121 global accepts · Rating: 2100 · first AC: 2020-09-05 · Kotlin 1.4 (first AC) · Tags: dp, strings

[tabr's solution](#)

1385.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[tabr's solution](#)

1386.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[tabr's solution](#)

1387.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[tabr's solution](#)

1388.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp, greedy, trees

[tabr's solution](#)

1389.

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, dfs and similar, dp, math, ternary search

[tabr's solution](#)

1390.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[tabr's solution](#)

1391.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-07-10 · last AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[tabr's solution](#)

1392.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tabr's solution](#)

1393.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[tabr's solution](#)

1394.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[tabr's solution](#)

1395.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[tabr's solution](#)

1396.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, strings

[tabr's solution](#)

1397.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[tabr's solution](#)

1398.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[tabr's solution](#)

1399.

1363D

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

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[tabr's solution](#)

1400.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · Kotlin 1.4 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[tabr's solution](#)

1401.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,727 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[tabr's solution](#)

1402.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[tabr's solution](#)

1403.

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[tabr's solution](#)

1404.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-04-08 · last AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[tabr's solution](#)

1405.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tabr's solution](#)

1406.

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[tabr's solution](#)

1407.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[tabr's solution](#)

1408.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[tabr's solution](#)

1409.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy
[tabr's solution](#)

1410.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[tabr's solution](#)

1411.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[tabr's solution](#)

1412.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math
[tabr's solution](#)

1413.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[tabr's solution](#)

1414.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,283 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[tabr's solution](#)

1415.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[tabr's solution](#)

1416.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[tabr's solution](#)

1417.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[tabr's solution](#)

1418.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers
[tabr's solution](#)

1419.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[tabr's solution](#)

1420.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry
[tabr's solution](#)

1421.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[tabr's solution](#)

1422.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search
[tabr's solution](#)

1423.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[tabr's solution](#)

1424.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees
[tabr's solution](#)

1425.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths
[tabr's solution](#)

1426.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings
[tabr's solution](#)

1427.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[tabr's solution](#)

1428.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers
[tabr's solution](#)

1429.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tabr's solution](#)

1430.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[tabr's solution](#)

1431.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[tabr's solution](#)

1432.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[tabr's solution](#)

1433.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[tabr's solution](#)

1434.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[tabr's solution](#)

1435.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[tabr's solution](#)

1436.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[tabr's solution](#)

1437.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[tabr's solution](#)

1438.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[tabr's solution](#)

1439.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[tabr's solution](#)

1440.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[tabr's solution](#)

1441.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[tabr's solution](#)

1442.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[tabr's solution](#)

1443.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[tabr's solution](#)

1444.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[tabr's solution](#)

1445.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[tabr's solution](#)

1446.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[tabr's solution](#)

1447.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[tabr's solution](#)

1448.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[tabr's solution](#)

1449.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tabr's solution](#)

1450.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[tabr's solution](#)

1451.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, data structures, dp, greedy
[tabr's solution](#)

1452.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[tabr's solution](#)

1453.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[tabr's solution](#)

1454.

1575H

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

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
[tabr's solution](#)

1455.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · Kotlin 1.4 (first AC) · Tags: dp
[tabr's solution](#)

1456.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math
[tabr's solution](#)

1457.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[tabr's solution](#)

1458.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[tabr's solution](#)

1459.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[tabr's solution](#)

1460.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tabr's solution](#)

1461.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[tabr's solution](#)

1462.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · Kotlin 1.4 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[tabr's solution](#)

1463.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[tabr's solution](#)

1464.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[tabr's solution](#)

1465.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[tabr's solution](#)

1466.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[tabr's solution](#)

1467.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[tabr's solution](#)

1468.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, math, strings

[tabr's solution](#)

1469.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tabr's solution](#)

1470.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[tabr's solution](#)

1471.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[tabr's solution](#)

1472.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[tabr's solution](#)

1473.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[tabr's solution](#)

1474.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-05-02 · last AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[tabr's solution](#)

1475.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tabr's solution](#)

1476.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[tabr's solution](#)

1477.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[tabr's solution](#)

1478.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[tabr's solution](#)

1479.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[tabr's solution](#)

1480.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[tabr's solution](#)

1481.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[tabr's solution](#)

1482.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[tabr's solution](#)

1483.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[tabr's solution](#)

1484.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · Kotlin 1.4 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[tabr's solution](#)

1485.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[tabr's solution](#)

1486.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[tabr's solution](#)

1487.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[tabr's solution](#)

1488.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[tabr's solution](#)

1489.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[tabr's solution](#)

1490.

1305E

[Kuron and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tabr's solution](#)

1491.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[tabr's solution](#)

1492.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[tabr's solution](#)

1493.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[tabr's solution](#)

1494.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[tabr's solution](#)

1495.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[tabr's solution](#)

1496.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-06 · Kotlin 1.4 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[tabr's solution](#)

1497.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tabr's solution](#)

1498.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[tabr's solution](#)

1499.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[tabr's solution](#)

1500.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[tabr's solution](#)

1501.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[tabr's solution](#)

1502.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[tabr's solution](#)

1503.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[tabr's solution](#)

1504.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[tabr's solution](#)

1505.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[tabr's solution](#)

1506.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[tabr's solution](#)

1507.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[tabr's solution](#)

1508.

1227E

[Arson In Berland Forest](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths
[tabr's solution](#)

1509.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[tabr's solution](#)

1510.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers
[tabr's solution](#)

1511.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
[tabr's solution](#)

1512.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[tabr's solution](#)

1513.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[tabr's solution](#)

1514.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[tabr's solution](#)

1515.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[tabr's solution](#)

1516.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[tabr's solution](#)

1517.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[tabr's solution](#)

1518.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[tabr's solution](#)

1519.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[tabr's solution](#)

1520.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[tabr's solution](#)

1521.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[tabr's solution](#)

1522.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[tabr's solution](#)

1523.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[tabr's solution](#)

1524.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu
[tabr's solution](#)

1525.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[tabr's solution](#)

1526.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees
[tabr's solution](#)

1527.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[tabr's solution](#)

1528.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

strings

[tabr's solution](#)

1529.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[tabr's solution](#)

1530.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tabr's solution](#)

1531.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tabr's solution](#)

1532.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, two pointers

[tabr's solution](#)

1533.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[tabr's solution](#)

1534.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[tabr's solution](#)

1535.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[tabr's solution](#)

1536.

1781E

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

Quality: 1,433 global accepts · Rating: 2300 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, implementation, two pointers

[tabr's solution](#)

1537.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[tabr's solution](#)

1538.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, flows, math, trees

[tabr's solution](#)

1539.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[tabr's solution](#)

1540.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[tabr's solution](#)

1541.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[tabr's solution](#)

1542.

1712E1

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

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[tabr's solution](#)

1543.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[tabr's solution](#)

1544.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[tabr's solution](#)

1545.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tabr's solution](#)

1546.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[tabr's solution](#)

1547.

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tabr's solution](#)

1548.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[tabr's solution](#)

1549.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[tabr's solution](#)

1550.

1681F

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

Quality: 2,323 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[tabr's solution](#)

1551.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · PyPy 3-64 (first AC) · Tags: dp

[tabr's solution](#)

1552.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[tabr's solution](#)

1553.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[tabr's solution](#)

1554.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[tabr's solution](#)

1555.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[tabr's solution](#)

1556.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[tabr's solution](#)

1557.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[tabr's solution](#)

1558.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[tabr's solution](#)

1559.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[tabr's solution](#)

1560.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[tabr's solution](#)

1561.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[tabr's solution](#)

1562.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[tabr's solution](#)

1563.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[tabr's solution](#)

1564.

1575I

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

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[tabr's solution](#)

1565.

1575B

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

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[tabr's solution](#)

1566.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[tabr's solution](#)

1567.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[tabr's solution](#)

1568.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[tabr's solution](#)

1569.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[tabr's solution](#)

1570.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[tabr's solution](#)

1571.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[tabr's solution](#)

1572.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[tabr's solution](#)

1573.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tabr's solution](#)

1574.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

1575.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[tabr's solution](#)

1576.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[tabr's solution](#)

1577.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[tabr's solution](#)

1578.

1495C

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

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[tabr's solution](#)

1579.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures
[tabr's solution](#)

1580.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[tabr's solution](#)

1581.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[tabr's solution](#)

1582.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[tabr's solution](#)

1583.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[tabr's solution](#)

1584.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings
[tabr's solution](#)

1585.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[tabr's solution](#)

1586.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[tabr's solution](#)

1587.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[tabr's solution](#)

1588.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[tabr's solution](#)

1589.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[tabr's solution](#)

1590.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-06 · last AC: 2020-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[tabr's solution](#)

1591.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[tabr's solution](#)

1592.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[tabr's solution](#)

1593.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[tabr's solution](#)

1594.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[tabr's solution](#)

1595.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[tabr's solution](#)

1596.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[tabr's solution](#)

1597.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[tabr's solution](#)

1598.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,373 global accepts · Rating: 2300 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[tabr's solution](#)

1599.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2020-05-03 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings
[tabr's solution](#)

1600.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[tabr's solution](#)

1601.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[tabr's solution](#)

1602.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
[tabr's solution](#)

1603.

1277F

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

Rating: 2300 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, greedy, math
[tabr's solution](#)

1604.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-15 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
[tabr's solution](#)

1605.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[tabr's solution](#)

1606.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[tabr's solution](#)

1607.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[tabr's solution](#)

1608.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

data structures, dp, graphs, sortings, trees, two pointers

[tabr's solution](#)

1609.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[tabr's solution](#)

1610.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2019-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[tabr's solution](#)

1611.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[tabr's solution](#)

1612.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[tabr's solution](#)

1613.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[tabr's solution](#)

1614.

1957E

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

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[tabr's solution](#)

1615.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[tabr's solution](#)

1616.

1910H

[Sum of Digits of Sums](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, binary search, data structures

[tabr's solution](#)

1617.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · last AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[tabr's solution](#)

1618.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[tabr's solution](#)

1619.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[tabr's solution](#)

1620.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[tabr's solution](#)

1621.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[tabr's solution](#)

1622.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[tabr's solution](#)

1623.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[tabr's solution](#)

1624.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[tabr's solution](#)

1625.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[tabr's solution](#)

1626.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[tabr's solution](#)

1627.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[tabr's solution](#)

1628.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tabr's solution](#)

1629.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tabr's solution](#)

1630.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[tabr's solution](#)

1631.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[tabr's solution](#)

1632.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[tabr's solution](#)

1633.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[tabr's solution](#)

1634.

1725L

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

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[tabr's solution](#)

1635.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[tabr's solution](#)

1636.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[tabr's solution](#)

1637.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[tabr's solution](#)

1638.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[tabr's solution](#)

1639.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[tabr's solution](#)

1640.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[tabr's solution](#)

1641.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[tabr's solution](#)

1642.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,350 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[tabr's solution](#)

1643.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · last AC: 2022-05-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tabr's solution](#)

1644.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[tabr's solution](#)

1645.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

1646.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[tabr's solution](#)

1647.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[tabr's solution](#)

1648.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[tabr's solution](#)

1649.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[tabr's solution](#)

1650.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[tabr's solution](#)

1651.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[tabr's solution](#)

1652.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[tabr's solution](#)

1653.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[tabr's solution](#)

1654.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[tabr's solution](#)

1655.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tabr's solution](#)

1656.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[tabr's solution](#)

1657.

1591E

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

Rating: 2400 · first AC: 2021-12-12 · last AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[tabr's solution](#)

1658.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[tabr's solution](#)

1659.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[tabr's solution](#)

1660.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[tabr's solution](#)

1661.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · Java 8 (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[tabr's solution](#)

1662.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[tabr's solution](#)

1663.

1582F2

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

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[tabr's solution](#)

1664.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[tabr's solution](#)

1665.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tabr's solution](#)

1666.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: bitmasks, greedy, math, two pointers

[tabr's solution](#)

1667.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[tabr's solution](#)

1668.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[tabr's solution](#)

1669.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[tabr's solution](#)

1670.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math
[tabr's solution](#)

1671.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[tabr's solution](#)

1672.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[tabr's solution](#)

1673.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[tabr's solution](#)

1674.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[tabr's solution](#)

1675.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[tabr's solution](#)

1676.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings
[tabr's solution](#)

1677.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees
[tabr's solution](#)

1678.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[tabr's solution](#)

1679.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings
[tabr's solution](#)

1680.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[tabr's solution](#)

1681.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[tabr's solution](#)

1682.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · Kotlin 1.4 (first AC) · Tags: combinatorics, dp, math, strings
[tabr's solution](#)

1683.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[tabr's solution](#)

1684.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[tabr's solution](#)

1685.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
[tabr's solution](#)

1686.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[tabr's solution](#)

1687.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[tabr's solution](#)

1688.

1442C

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

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

[tabr's solution](#)

1689.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[tabr's solution](#)

1690.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[tabr's solution](#)

1691.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[tabr's solution](#)

1692.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[tabr's solution](#)

1693.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[tabr's solution](#)

1694.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[tabr's solution](#)

1695.

1263F

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

Quality: 951 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[tabr's solution](#)

1696.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[tabr's solution](#)

1697.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[tabr's solution](#)

1698.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[tabr's solution](#)

1699.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[tabr's solution](#)

1700.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-02 · last AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tabr's solution](#)

1701.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[tabr's solution](#)

1702.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[tabr's solution](#)

1703.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tabr's solution](#)

1704.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[tabr's solution](#)

1705.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[tabr's solution](#)

1706.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[tabr's solution](#)

1707.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[tabr's solution](#)

1708.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[tabr's solution](#)

1709.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[tabr's solution](#)

1710.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[tabr's solution](#)

1711.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[tabr's solution](#)

1712.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[tabr's solution](#)

1713.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[tabr's solution](#)

1714.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[tabr's solution](#)

1715.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[tabr's solution](#)

1716.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers
[tabr's solution](#)

1717.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[tabr's solution](#)

1718.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[tabr's solution](#)

1719.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[tabr's solution](#)

1720.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · Kotlin 1.7 (first AC) · Tags: *special, math

[tabr's solution](#)

1721.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[tabr's solution](#)

1722.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tabr's solution](#)

1723.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tabr's solution](#)

1724.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[tabr's solution](#)

1725.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[tabr's solution](#)

1726.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[tabr's solution](#)

1727.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tabr's solution](#)

1728.

1847F

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

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[tabr's solution](#)

1729.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[tabr's solution](#)

1730.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[tabr's solution](#)

1731.

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tabr's solution](#)

1732.

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[tabr's solution](#)

1733.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tabr's solution](#)

1734.

1773I

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

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[tabr's solution](#)

1735.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[tabr's solution](#)

1736.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[tabr's solution](#)

1737.

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[tabr's solution](#)

1738.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[tabr's solution](#)

1739.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tabr's solution](#)

1740.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tabr's solution](#)

1741.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[tabr's solution](#)

1742.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[tabr's solution](#)

1743.

1725K

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

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[tabr's solution](#)

1744.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[tabr's solution](#)

1745.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tabr's solution](#)

1746.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[tabr's solution](#)

1747.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[tabr's solution](#)

1748.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings
[tabr's solution](#)

1749.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[tabr's solution](#)

1750.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[tabr's solution](#)

1751.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[tabr's solution](#)

1752.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[tabr's solution](#)

1753.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[tabr's solution](#)

1754.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
[tabr's solution](#)

1755.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[tabr's solution](#)

1756.

1625E1

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

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
[tabr's solution](#)

1757.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[tabr's solution](#)

1758.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[tabr's solution](#)

1759.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[tabr's solution](#)

1760.

1571G

[A Battle Against a Dragon](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[tabr's solution](#)

1761.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[tabr's solution](#)

1762.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[tabr's solution](#)

1763.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[tabr's solution](#)

1764.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[tabr's solution](#)

1765.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[tabr's solution](#)

1766.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[tabr's solution](#)

1767.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[tabr's solution](#)

1768.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2021-05-04 · last AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[tabr's solution](#)

1769.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[tabr's solution](#)

1770.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[tabr's solution](#)

1771.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-20 · last AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[tabr's solution](#)

1772.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[tabr's solution](#)

1773.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[tabr's solution](#)

1774.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[tabr's solution](#)

1775.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[tabr's solution](#)

1776.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[tabr's solution](#)

1777.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[tabr's solution](#)

1778.

1467E

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

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-04-22 · last AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[tabr's solution](#)

1779.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

1780.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tabr's solution](#)

1781.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tabr's solution](#)

1782.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[tabr's solution](#)

1783.

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[tabr's solution](#)

1784.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[tabr's solution](#)

1785.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[tabr's solution](#)

1786.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[tabr's solution](#)

1787.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[tabr's solution](#)

1788.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[tabr's solution](#)

1789.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft

[tabr's solution](#)

1790.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[tabr's solution](#)

1791.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tabr's solution](#)

1792.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[tabr's solution](#)

1793.

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2020-10-17 · last AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, math, trees

[tabr's solution](#)

1794.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2500 · first AC: 2020-11-01 · last AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[tabr's solution](#)

1795.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[tabr's solution](#)

1796.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[tabr's solution](#)

1797.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, graphs, greedy, shortest paths

[tabr's solution](#)

1798.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2020-09-05 · last AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[tabr's solution](#)

1799.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[tabr's solution](#)

1800.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[tabr's solution](#)

1801.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[tabr's solution](#)

1802.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[tabr's solution](#)

1803.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[tabr's solution](#)

1804.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[tabr's solution](#)

1805.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[tabr's solution](#)

1806.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[tabr's solution](#)

1807.

1284E

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

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[tabr's solution](#)

1808.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[tabr's solution](#)

1809.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[tabr's solution](#)

1810.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[tabr's solution](#)

1811.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[tabr's solution](#)

1812.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-12 · last AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[tabr's solution](#)

1813.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-04-11 · last AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[tabr's solution](#)

1814.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[tabr's solution](#)

1815.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-01 · last AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[tabr's solution](#)

1816.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[tabr's solution](#)

1817.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data

structures, dp, two pointers

[tabr's solution](#)

1818.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[tabr's solution](#)

1819.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[tabr's solution](#)

1820.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tabr's solution](#)

1821.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: games

[tabr's solution](#)

1822.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[tabr's solution](#)

1823.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[tabr's solution](#)

1824.

1848E

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

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[tabr's solution](#)

1825.

1844F1

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tabr's solution](#)

1826.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[tabr's solution](#)

1827.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[tabr's solution](#)

1828.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[tabr's solution](#)

1829.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy
[tabr's solution](#)

1830.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[tabr's solution](#)

1831.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings
[tabr's solution](#)

1832.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games
[tabr's solution](#)

1833.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-30 · last AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[tabr's solution](#)

1834.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths
[tabr's solution](#)

1835.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers
[tabr's solution](#)

1836.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees
[tabr's solution](#)

1837.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[tabr's solution](#)

1838.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[tabr's solution](#)

1839.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-01 · last AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[tabr's solution](#)

1840.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[tabr's solution](#)

1841.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[tabr's solution](#)

1842.

1592F1

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

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · Kotlin 1.5 (first AC) · Tags: constructive algorithms, greedy

[tabr's solution](#)

1843.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[tabr's solution](#)

1844.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[tabr's solution](#)

1845.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[tabr's solution](#)

1846.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[tabr's solution](#)

1847.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[tabr's solution](#)

1848.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[tabr's solution](#)

1849.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[tabr's solution](#)

1850.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tabr's solution](#)

1851.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-05-18 · last AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[tabr's solution](#)

1852.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tabr's solution](#)

1853.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[tabr's solution](#)

1854.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[tabr's solution](#)

1855.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · last AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[tabr's solution](#)

1856.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-03-16 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[tabr's solution](#)

1857.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[tabr's solution](#)

1858.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[tabr's solution](#)

1859.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[tabr's solution](#)

1860.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[tabr's solution](#)

1861.

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2020-11-13 · Kotlin 1.4 (first AC) · Tags: *special, brute force, greedy, two pointers

[tabr's solution](#)

1862.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[tabr's solution](#)

1863.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory

[tabr's solution](#)

1864.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[tabr's solution](#)

1865.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[tabr's solution](#)

1866.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[tabr's solution](#)

1867.

1389F

[Bicolored Segments](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[tabr's solution](#)

1868.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[tabr's solution](#)

1869.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2600 · first AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[tabr's solution](#)

1870.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[tabr's solution](#)

1871.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[tabr's solution](#)

1872.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[tabr's solution](#)

1873.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[tabr's solution](#)

1874.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[tabr's solution](#)

1875.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[tabr's solution](#)

1876.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[tabr's solution](#)

1877.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[tabr's solution](#)

1878.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[tabr's solution](#)

1879.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[tabr's solution](#)

1880.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[tabr's solution](#)

1881.

1344C

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

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-07 · last AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[tabr's solution](#)

1882.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[tabr's solution](#)

1883.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[tabr's solution](#)

1884.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[tabr's solution](#)

1885.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[tabr's solution](#)

1886.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[tabr's solution](#)

1887.

1910G

[Pool Records](#) · [Tutorial](#)

Quality: 73 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[tabr's solution](#)

1888.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[tabr's solution](#)

1889.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[tabr's solution](#)

1890.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp

[tabr's solution](#)

1891.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[tabr's solution](#)

1892.

1728G

[Illumination](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[tabr's solution](#)

1893.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[tabr's solution](#)

1894.

1695E

[Ambiguous Dominoes](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tabr's solution](#)

1895.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[tabr's solution](#)

1896.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · last AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[tabr's solution](#)

1897.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[tabr's solution](#)

1898.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[tabr's solution](#)

1899.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[tabr's solution](#)

1900.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[tabr's solution](#)

1901.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[tabr's solution](#)

1902.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[tabr's solution](#)

1903.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[tabr's solution](#)

1904.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[tabr's solution](#)

1905.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[tabr's solution](#)

1906.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[tabr's solution](#)

1907.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[tabr's solution](#)

1908.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[tabr's solution](#)

1909.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2021-05-21 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[tabr's solution](#)

1910.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tabr's solution](#)

1911.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[tabr's solution](#)

1912.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[tabr's solution](#)

1913.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tabr's solution](#)

1914.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tabr's solution](#)

1915.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[tabr's solution](#)

1916.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[tabr's solution](#)

1917.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[tabr's solution](#)

1918.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[tabr's solution](#)

1919.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[tabr's solution](#)

1920.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[tabr's solution](#)

1921.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[tabr's solution](#)

1922.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[tabr's solution](#)

1923.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[tabr's solution](#)

1924.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[tabr's solution](#)

1925.

1844F2

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

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[tabr's solution](#)

1926.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[tabr's solution](#)

1927.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees
[tabr's solution](#)

1928.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
[tabr's solution](#)

1929.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[tabr's solution](#)

1930.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, trees
[tabr's solution](#)

1931.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math
[tabr's solution](#)

1932.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[tabr's solution](#)

1933.

1685D1

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

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[tabr's solution](#)

1934.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[tabr's solution](#)

1935.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[tabr's solution](#)

1936.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tabr's solution](#)

1937.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings

[tabr's solution](#)

1938.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[tabr's solution](#)

1939.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[tabr's solution](#)

1940.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[tabr's solution](#)

1941.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2800 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[tabr's solution](#)

1942.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-22 · last AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[tabr's solution](#)

1943.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-05-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[tabr's solution](#)

1944.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · last AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[tabr's solution](#)

1945.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[tabr's solution](#)

1946.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graph matchings, graphs, trees

[tabr's solution](#)

1947.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[tabr's solution](#)

1948.

1847E

[Triangle Platinum?](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, interactive, math, probabilities

[tabr's solution](#)

1949.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tabr's solution](#)

1950.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[tabr's solution](#)

1951.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[tabr's solution](#)

1952.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[tabr's solution](#)

1953.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[tabr's solution](#)

1954.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[tabr's solution](#)

1955.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[tabr's solution](#)

1956.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[tabr's solution](#)

1957.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[tabr's solution](#)

1958.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, geometry, math, sortings

[tabr's solution](#)

1959.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[tabr's solution](#)

1960.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[tabr's solution](#)

1961.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[tabr's solution](#)

1962.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tabr's solution](#)

1963.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, fft, number theory

[tabr's solution](#)

1964.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[tabr's solution](#)

1965.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees

[tabr's solution](#)

1966.

1488I

[Demonic Invasion](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3100 · first AC: 2021-06-30 · last AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, flows

[tabr's solution](#)

1967.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[tabr's solution](#)**1968.**

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[tabr's solution](#)**1969.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,606 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[tabr's solution](#)**1970.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tabr's solution](#)**1971.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,997 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tabr's solution](#)**1972.**

2198G

[Yamakasi](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 1.7 (first AC) · Tags: *special

[tabr's solution](#)**1973.**

2198F

[Best Price](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 1.7 (first AC) · Tags: *special, greedy

[tabr's solution](#)**1974.**

2198E

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

Rating: — · first AC: 2026-02-23 · Kotlin 1.7 (first AC) · Tags: *special, dfs and similar, graphs

[tabr's solution](#)**1975.**

2198D

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

Rating: — · first AC: 2026-02-23 · Kotlin 1.7 (first AC) · Tags: *special, math

[tabr's solution](#)**1976.**

2198C

[Preparing for the Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 1.7 (first AC) · Tags: *special

[tabr's solution](#)

1977.

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 1.7 (first AC) · Tags: *special

[tabr's solution](#)

1978.

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[tabr's solution](#)

1979.

2087G

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

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[tabr's solution](#)

1980.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive

[tabr's solution](#)

1981.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp

[tabr's solution](#)

1982.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[tabr's solution](#)

1983.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[tabr's solution](#)

1984.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[tabr's solution](#)

1985.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[tabr's solution](#)

1986.

102483F

[Fastest Speedrun](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[tabr's solution](#)

1987.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[tabr's solution](#)

1988.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1989.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1990.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1991.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1992.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1993.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1994.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1995.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1996.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1997.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1998.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

1999.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2000.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2001.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2002.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2003.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2004.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2005.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2006.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2007.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2008.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2009.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2010.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2011.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2012.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2013.

104064I

[IXth Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2014.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2015.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2016.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2017.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2018.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2019.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2020.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2021.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2022.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2023.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2024.

104875I

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

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2025.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2026.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2027.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2028.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2029.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2030.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2031.

105112H

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

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2032.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2033.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2034.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2035.

105112A

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

Rating: — · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tabr's solution](#)

2036.

1911H

[Two Merged Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: *special, dp
[tabr's solution](#)

2037.

1911G

[Median String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: *special, strings
[tabr's solution](#)

2038.

1911F

[Boxers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: *special, greedy
[tabr's solution](#)

2039.

1911E

[Powers Of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: *special, bitmasks, greedy
[tabr's solution](#)

2040.

1911D

[Two Shuffled Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: *special
[tabr's solution](#)

2041.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: *special, sortings
[tabr's solution](#)

2042.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: *special, implementation
[tabr's solution](#)

2043.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[tabr's solution](#)

2044.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2045.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2046.

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2047.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2048.

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2049.

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2050.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2051.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2052.

104128I

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

Rating: — · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2053.

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2054.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2055.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2056.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2057.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2058.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2059.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2060.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2061.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2062.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2063.

103446B

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

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2064.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2065.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2066.

103446D

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

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2067.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[tabr's solution](#)

2068.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search
[tabr's solution](#)

2069.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices
[tabr's solution](#)

2070.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: greedy, strings
[tabr's solution](#)

2071.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: math
[tabr's solution](#)

2072.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees
[tabr's solution](#)

2073.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[tabr's solution](#)

2074.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: data structures, dp, math
[tabr's solution](#)

2075.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[tabr's solution](#)

2076.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[tabr's solution](#)

2077.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[tabr's solution](#)

2078.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[tabr's solution](#)

2079.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tabr's solution](#)

2080.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tabr's solution](#)

2081.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-06-19 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[tabr's solution](#)

2082.

1570H

[Chainword](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · last AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special, data structures, strings

[tabr's solution](#)

2083.

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, interactive

[tabr's solution](#)

2084.

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special

[tabr's solution](#)

2085.

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, strings

[tabr's solution](#)

2086.

1570D

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

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

2087.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[tabr's solution](#)

2088.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special, math

[tabr's solution](#)

2089.

1570A

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

Rating: — · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: *special

[tabr's solution](#)

2090.

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2091.

1533I

[Excursions](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: — · first AC: 2021-06-30 · last AC: 2021-06-30 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, flows, graph matchings, graphs

[tabr's solution](#)

2092.

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, data structures, dp

[tabr's solution](#)

2093.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[tabr's solution](#)

2094.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[tabr's solution](#)

2095.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy

[tabr's solution](#)

2096.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[tabr's solution](#)

2097.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing

[tabr's solution](#)

2098.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

2099.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math

[tabr's solution](#)

2100.

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: *special

[tabr's solution](#)

2101.

1531C

[B 80Ä<CTBD 8Dt=D`9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, dp

[tabr's solution](#)

2102.

1531B1

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: *special

[tabr's solution](#)

2103.

1531B2

[AÄ#CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: *special

[tabr's solution](#)

2104.

1531A

[At8CÔ3CT@#color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[tabr's solution](#)

2105.

1532F

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, strings

[tabr's solution](#)

2106.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[tabr's solution](#)

2107.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[tabr's solution](#)

2108.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

2109.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special, math

[tabr's solution](#)

2110.

1532A

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

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-22 · Kotlin 1.4 (first AC) · Tags: *special

[tabr's solution](#)

2111.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2112.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2113.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[tabr's solution](#)

2114.

1489F

[Boxes Packing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

2115.

1489G

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

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[tabr's solution](#)

2116.

1489E

[Books Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

2117.

1489D

[Substrings Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[tabr's solution](#)

2118.

1489C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, strings

[tabr's solution](#)

2119.

1489B

[Water Buying](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, math

[tabr's solution](#)

2120.

1489A

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

Rating: — · first AC: 2021-03-04 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

2121.

1432F

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[tabr's solution](#)

2122.

1432E

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[tabr's solution](#)

2123.

1432D

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[tabr's solution](#)

2124.

1432C

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[tabr's solution](#)

2125.

1432B

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special, math

[tabr's solution](#)

2126.

1432A

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

Rating: — · first AC: 2020-11-05 · Kotlin 1.4 (first AC) · Tags: *special

[tabr's solution](#)

2127.

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-10-17 · last AC: 2020-10-17 · Kotlin 1.4 (first AC) · Tags: *special, dp, math

[tabr's solution](#)

2128.

1357E2

[Root of quantum Fourier transform](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2020-06-21 · Q# (first AC) · Tags: *special

[tabr's solution](#)

2129.

1357E1

[Power of quantum Fourier transform](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2020-06-19 · last AC: 2020-06-21 · Q# (first AC) · Tags: *special

[tabr's solution](#)

2130.

1357D5

[Quantum Classification - Dataset 7](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special

[tabr's solution](#)

2131.

1357D4

[Quantum Classification - Dataset 6](#) · [Tutorial](#)

Quality: 86 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2132.

1357D3

[Quantum Classification - Dataset 5](#) · [Tutorial](#)

Quality: 106 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2133.

1357D2

[Quantum Classification - Dataset 4](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2134.

1357D1

[Quantum Classification - Dataset 3](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2135.

1357A6

[Distinguish four Pauli gates](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2136.

1357A7

[Distinguish Y, XZ, -Y and -XZ](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2137.

1357A5

[Distinguish \$Rz\(\cdot\)\$ from \$Ry\(\cdot\)\$](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2138.

1357B2

["Is the number divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2139.

1357B1

["Is the bit string balanced?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2140.

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2141.

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special

[tabr's solution](#)

2142.

1357A4

[Distinguish Rz from R1](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2143.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2144.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2145.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2146.

1116D6

[Hessenberg matrix](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2147.

1116D5

[Creeper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2020-06-18 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2148.

1116A2

[Generate equal superposition of four basis states](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: — · first AC: 2020-06-17 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2149.

1356D2

[Quantum Classification - 2](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2150.

1356D1

[Quantum Classification - 1](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2151.

1356A5

[Distinguish Z from -Z](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2152.

1356C

[Prepare state \$|01\rangle + |10\rangle + |11\rangle\$](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special

[tabr's solution](#)

2153.

1356B2

[Decrement](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2154.

1356B1

[Increment](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: — · first AC: 2020-06-14 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2155.

1356A4

[Distinguish I "— X from CNOT](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2156.

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2157.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2158.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2159.

1116A1

[Generate state |00'è + |01'è + |10'è](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2020-05-25 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2160.

1116C3

["Is the number of ones divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2020-05-25 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2161.

1116C2

["Is the bit string periodic?" oracle](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: — · first AC: 2020-05-24 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2162.

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2020-05-24 · Q# (first AC) · Tags: *special
[tabr's solution](#)

2163.

1116D4

[TIE fighter](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: — · first AC: 2020-05-24 · Q# (first AC) · Tags: *special

[tabr's solution](#)

2164.

1116D3

[X-wing fighter](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: — · first AC: 2020-05-23 · Q# (first AC) · Tags: *special

[tabr's solution](#)

2165.

1116D2

[Pattern of increasing blocks](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: — · first AC: 2020-05-23 · Q# (first AC) · Tags: *special

[tabr's solution](#)

2166.

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2020-05-23 · Q# (first AC) · Tags: *special

[tabr's solution](#)

2167.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings

[tabr's solution](#)

2168.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees

[tabr's solution](#)

2169.

1297D

[Bonus Distribution](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2020-05-01 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings

[tabr's solution](#)

2170.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-04-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[tabr's solution](#)

2171.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-04-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings

[tabr's solution](#)

2172.

1170G

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

Quality: 84 global accepts · Rating: — · first AC: 2020-04-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[tabr's solution](#)

2173.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2020-04-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[tabr's solution](#)

2174.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2020-04-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search

[tabr's solution](#)

2175.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2020-04-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[tabr's solution](#)

2176.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2020-04-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[tabr's solution](#)

2177.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2020-04-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)

2178.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2020-04-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[tabr's solution](#)

2179.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-04-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tabr's solution](#)