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102.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[tem_shett's solution](#)

103.

1385B

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

Quality: 39,582 global accepts · Rating: 800 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[tem_shett's solution](#)

104.

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[tem_shett's solution](#)

105.

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[tem_shett's solution](#)

106.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation,

math

[tem_shett's solution](#)

107.

1353A

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

Quality: 44,587 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[tem_shett's solution](#)

108.

1353B

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

Quality: 58,125 global accepts · Rating: 800 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[tem_shett's solution](#)

109.

1351A

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

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

110.

1335A

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

Quality: 104,798 global accepts · Rating: 800 · first AC: 2020-04-13 · PyPy 3 (first AC) · Tags: math

[tem_shett's solution](#)

111.

1325B

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

Quality: 38,824 global accepts · Rating: 800 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

112.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-14 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, number theory

[tem_shett's solution](#)

113.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · PyPy 3 (first AC) · Tags: geometry, greedy, math, number theory

[tem_shett's solution](#)

114.

977A

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

Quality: 217,490 global accepts · Rating: 800 · first AC: 2020-02-19 · PyPy 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

115.

1030A

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

Quality: 171,456 global accepts · Rating: 800 · first AC: 2020-02-19 · PyPy 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

116.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · PyPy 3 (first AC) · Tags: implementation, strings

[tem_shett's solution](#)

117.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-06 · Python 3 (first AC) · Tags: math

[tem_shett's solution](#)

118.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-18 · PyPy 3 (first AC) · Tags: implementation, sortings, strings

[tem_shett's solution](#)

119.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: strings

[tem_shett's solution](#)

120.

1180A

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

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[tem_shett's solution](#)

121.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · Python 3 (first AC) · Tags: greedy

[tem_shett's solution](#)

122.

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-12 · Python 3 (first AC) · Tags: implementation, math

[tem_shett's solution](#)

123.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-30 · Python 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

124.

1136A

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

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tem_shett's solution](#)

125.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tem_shett's solution](#)

126.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[tem_shett's solution](#)

127.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-18 · Python 3 (first AC) · Tags: sortings

[tem_shett's solution](#)

128.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-18 · Python 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

129.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-11-25 · Python 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

130.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-04 · Python 3 (first AC) · Tags: implementation, math

[tem_shett's solution](#)

131.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-10-21 · Python 3 (first AC) · Tags: implementation, math

[tem_shett's solution](#)

132.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · Python 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

133.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-07-31 · Python 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

134.

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-05-29 · Python 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

135.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,880 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[tem_shett's solution](#)

136.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,407 global accepts · Rating: 900 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[tem_shett's solution](#)

137.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[tem_shett's solution](#)

138.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tem_shett's solution](#)

139.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

140.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tem_shett's solution](#)

141.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[tem_shett's solution](#)

142.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

143.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,107 global accepts · Rating: 900 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tem_shett's solution](#)

144.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

145.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tem_shett's solution](#)

146.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[tem_shett's solution](#)

147.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[tem_shett's solution](#)

148.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[tem_shett's solution](#)

149.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,815 global accepts · Rating: 900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tem_shett's solution](#)

150.

1475B

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

Quality: 57,250 global accepts · Rating: 900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[tem_shett's solution](#)

151.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

152.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

153.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tem_shett's solution](#)

154.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[tem_shett's solution](#)

155.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tem_shett's solution](#)

156.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,984 global accepts · Rating: 900 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[tem_shett's solution](#)

157.

1401A

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

Quality: 28,636 global accepts · Rating: 900 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

158.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,074 global accepts · Rating: 900 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[tem_shett's solution](#)

159.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[tem_shett's solution](#)

160.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[tem_shett's solution](#)

161.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · Python 3 (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

162.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 900 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, strings

[tem_shett's solution](#)

163.

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2020-03-24 · Python 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

164.

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2020-03-24 · Python 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

165.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[tem_shett's solution](#)

166.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · PyPy 3 (first AC) · Tags: greedy

[tem_shett's solution](#)

167.

1279A

[New Year Garland](#) · [Tutorial](#)

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[tem_shett's solution](#)

168.

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · Python 3 (first AC) · Tags: math

[tem_shett's solution](#)

169.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · Python 3 (first AC) · Tags: greedy, math

[tem_shett's solution](#)

170.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[tem_shett's solution](#)

171.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-18 · Python 3 (first AC) · Tags: —

[tem_shett's solution](#)

172.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · Python 3 (first AC) · Tags: brute force, implementation, strings

[tem_shett's solution](#)

173.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

174.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[tem_shett's solution](#)

175.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[tem_shett's solution](#)

176.

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,011 global accepts · Rating: 1000 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[tem_shett's solution](#)

177.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[tem_shett's solution](#)

178.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[tem_shett's solution](#)

179.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[tem_shett's solution](#)

180.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,746 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[tem_shett's solution](#)

181.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[tem_shett's solution](#)

182.

1975B

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

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[tem_shett's solution](#)

183.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[tem_shett's solution](#)

184.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[tem_shett's solution](#)

185.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,268 global accepts · Rating: 1000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[tem_shett's solution](#)

186.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[tem_shett's solution](#)

187.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[tem_shett's solution](#)

188.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,887 global accepts · Rating: 1000 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[tem_shett's solution](#)

189.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

190.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tem_shett's solution](#)

191.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

192.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[tem_shett's solution](#)

193.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,918 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[tem_shett's solution](#)

194.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tem_shett's solution](#)

195.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[tem_shett's solution](#)

196.

1515B

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

Quality: 27,067 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[tem_shett's solution](#)

197.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[tem_shett's solution](#)

198.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[tem_shett's solution](#)

199.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[tem_shett's solution](#)

200.

1438B

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

Quality: 29,071 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[tem_shett's solution](#)

201.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[tem_shett's solution](#)

202.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[tem_shett's solution](#)

203.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[tem_shett's solution](#)

204.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[tem_shett's solution](#)

205.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[tem_shett's solution](#)

206.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

207.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2020-03-24 · Python 3 (first AC) · Tags: binary search, implementation, two pointers

[tem_shett's solution](#)

208.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[tem_shett's solution](#)

209.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tem_shett's solution](#)

210.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · Python 3 (first AC) · Tags: implementation, math

[tem_shett's solution](#)

211.

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · Python 3 (first AC) · Tags: strings

[tem_shett's solution](#)

212.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-09-15 · Python 3 (first AC) · Tags: greedy, implementation, math

[tem_shett's solution](#)

213.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · Python 3 (first AC) · Tags: brute force, strings

[tem_shett's solution](#)

214.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

215.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-03 · last AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tem_shett's solution](#)

216.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · Python 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

217.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · Python 3 (first AC) · Tags: sortings

[tem_shett's solution](#)

218.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[tem_shett's solution](#)

219.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[tem_shett's solution](#)

220.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[tem_shett's solution](#)

221.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[tem_shett's solution](#)

222.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[tem_shett's solution](#)

223.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[tem_shett's solution](#)

224.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[tem_shett's solution](#)

225.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tem_shett's solution](#)

226.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[tem_shett's solution](#)

227.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[tem_shett's solution](#)

228.

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tem_shett's solution](#)

229.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,285 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[tem_shett's solution](#)

230.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[tem_shett's solution](#)

231.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[tem_shett's solution](#)

232.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tem_shett's solution](#)

233.

1656B

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

Quality: 26,808 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers

[tem_shett's solution](#)

234.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[tem_shett's solution](#)

235.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[tem_shett's solution](#)

236.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[tem_shett's solution](#)

237.

1575A

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

Quality: 5,183 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[tem_shett's solution](#)

238.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[tem_shett's solution](#)

239.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[tem_shett's solution](#)

240.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[tem_shett's solution](#)

241.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,407 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[tem_shett's solution](#)

242.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[tem_shett's solution](#)

243.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[tem_shett's solution](#)

244.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tem_shett's solution](#)

245.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[tem_shett's solution](#)

246.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[tem_shett's solution](#)

247.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[tem_shett's solution](#)

248.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[tem_shett's solution](#)

249.

1395B

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

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

250.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,095 global accepts · Rating: 1100 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[tem_shett's solution](#)

251.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

252.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,967 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[tem_shett's solution](#)

253.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[tem_shett's solution](#)

254.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

255.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · PyPy 3 (first AC) · Tags: greedy, implementation, math

[tem_shett's solution](#)

256.

1327A

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

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[tem_shett's solution](#)

257.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2020-01-23 · last AC: 2020-01-23 · PyPy 3 (first AC) · Tags: math

[tem_shett's solution](#)

258.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[tem_shett's solution](#)

259.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

260.

1112A

[Technogoblet of Fire](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tem_shett's solution](#)

261.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-07-31 · Python 3 (first AC) · Tags: sortings

[tem_shett's solution](#)

262.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[tem_shett's solution](#)

263.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs, implementation

[tem_shett's solution](#)

264.

2174A

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

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[tem_shett's solution](#)

265.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[tem_shett's solution](#)

266.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, math

[tem_shett's solution](#)

267.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[tem_shett's solution](#)

268.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[tem_shett's solution](#)

269.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[tem_shett's solution](#)

270.

1975C

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

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[tem_shett's solution](#)

271.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[tem_shett's solution](#)

272.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,093 global accepts · Rating: 1200 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[tem_shett's solution](#)

273.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[tem_shett's solution](#)

274.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[tem_shett's solution](#)

275.

1738B

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

Quality: 18,793 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tem_shett's solution](#)

276.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[tem_shett's solution](#)

277.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[tem_shett's solution](#)

278.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

279.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tem_shett's solution](#)

280.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[tem_shett's solution](#)

281.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[tem_shett's solution](#)

282.

1544C

[Pursuit](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[tem_shett's solution](#)

283.

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

284.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,355 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[tem_shett's solution](#)

285.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math, sortings

[tem_shett's solution](#)

286.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[tem_shett's solution](#)

287.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[tem_shett's solution](#)

288.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

289.

1433D

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

Quality: 30,580 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[tem_shett's solution](#)

290.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[tem_shett's solution](#)

291.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[tem_shett's solution](#)

292.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[tem_shett's solution](#)

293.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

294.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tem_shett's solution](#)

295.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,316 global accepts · Rating: 1200 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

296.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tem_shett's solution](#)

297.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[tem_shett's solution](#)

298.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[tem_shett's solution](#)

299.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[tem_shett's solution](#)

300.

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[tem_shett's solution](#)

301.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[tem_shett's solution](#)

302.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2019-05-31 · Python 3 (first AC) · Tags: bitmasks, brute force, dp, implementation
[tem_shett's solution](#)

303.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-30 · Python 3 (first AC) · Tags: brute force, math, number theory
[tem_shett's solution](#)

304.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[tem_shett's solution](#)

305.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · Python 3 (first AC) · Tags: —
[tem_shett's solution](#)

306.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · Python 3 (first AC) · Tags: implementation, sortings
[tem_shett's solution](#)

307.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-07-31 · Python 3 (first AC) · Tags: implementation
[tem_shett's solution](#)

308.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[tem_shett's solution](#)

309.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy

[tem_shett's solution](#)

310.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[tem_shett's solution](#)

311.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,699 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[tem_shett's solution](#)

312.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[tem_shett's solution](#)

313.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,873 global accepts · Rating: 1300 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[tem_shett's solution](#)

314.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[tem_shett's solution](#)

315.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[tem_shett's solution](#)

316.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[tem_shett's solution](#)

317.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[tem_shett's solution](#)

318.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,504 global accepts · Rating: 1300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[tem_shett's solution](#)

319.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[tem_shett's solution](#)

320.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[tem_shett's solution](#)

321.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tem_shett's solution](#)

322.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tem_shett's solution](#)

323.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[tem_shett's solution](#)

324.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tem_shett's solution](#)

325.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[tem_shett's solution](#)

326.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[tem_shett's solution](#)

327.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[tem_shett's solution](#)

328.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tem_shett's solution](#)

329.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[tem_shett's solution](#)

330.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[tem_shett's solution](#)

331.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[tem_shett's solution](#)

332.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[tem_shett's solution](#)

333.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[tem_shett's solution](#)

334.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[tem_shett's solution](#)

335.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[tem_shett's solution](#)

336.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings

[tem_shett's solution](#)

337.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-20 · PyPy 3 (first AC) · Tags: combinatorics, math

[tem_shett's solution](#)

338.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[tem_shett's solution](#)

339.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

340.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[tem_shett's solution](#)

341.

1381A1

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

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[tem_shett's solution](#)

342.

1335D

[Anti-Sudoku · Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[tem_shett's solution](#)

343.

814B

[An express train to reveries · Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

344.

476B

[Dreamoon and WiFi · Tutorial](#)

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[tem_shett's solution](#)

345.

1030C

[Vasya and Golden Ticket · Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: implementation

[tem_shett's solution](#)

346.

1291B

[Array Sharpening · Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

347.

99B

[Help Chef Gerasim · Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2020-01-04 · PyPy 3 (first AC) · Tags: implementation, sortings

[tem_shett's solution](#)

348.

1279B

[Verse For Santa · Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2019-12-27 · PyPy 3 (first AC) · Tags: binary search, brute force, implementation

[tem_shett's solution](#)

349.

1225B2

[TV Subscriptions \(Hard Version\) · Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[tem_shett's solution](#)

350.

1237B

[Balanced Tunnel · Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · PyPy 3 (first AC) · Tags: data structures, sortings, two pointers

[tem_shett's solution](#)

351.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · PyPy 3 (first AC) · Tags: games, greedy, strings
[tem_shett's solution](#)

352.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-18 · PyPy 3 (first AC) · Tags: math, number theory
[tem_shett's solution](#)

353.

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · Python 3 (first AC) · Tags: implementation, math
[tem_shett's solution](#)

354.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[tem_shett's solution](#)

355.

1113B

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

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory
[tem_shett's solution](#)

356.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · Python 3 (first AC) · Tags: greedy, implementation
[tem_shett's solution](#)

357.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[tem_shett's solution](#)

358.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,250 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tem_shett's solution](#)

359.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[tem_shett's solution](#)

360.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[tem_shett's solution](#)

361.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tem_shett's solution](#)

362.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[tem_shett's solution](#)

363.

2035C

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

Quality: 11,530 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[tem_shett's solution](#)

364.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

365.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tem_shett's solution](#)

366.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[tem_shett's solution](#)

367.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[tem_shett's solution](#)

368.

1967B1

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

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[tem_shett's solution](#)

369.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[tem_shett's solution](#)

370.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[tem_shett's solution](#)

371.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[tem_shett's solution](#)

372.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[tem_shett's solution](#)

373.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[tem_shett's solution](#)

374.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tem_shett's solution](#)

375.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[tem_shett's solution](#)

376.

1652C

[Alice and the Cake](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[tem_shett's solution](#)

377.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[tem_shett's solution](#)

378.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[tem_shett's solution](#)

379.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[tem_shett's solution](#)

380.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[tem_shett's solution](#)

381.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[tem_shett's solution](#)

382.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,206 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math
[tem_shett's solution](#)

383.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[tem_shett's solution](#)

384.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[tem_shett's solution](#)

385.

1443C

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

Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[tem_shett's solution](#)

386.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[tem_shett's solution](#)

387.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[tem_shett's solution](#)

388.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[tem_shett's solution](#)

389.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[tem_shett's solution](#)

390.

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[tem_shett's solution](#)

391.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[tem_shett's solution](#)

392.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[tem_shett's solution](#)

393.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tem_shett's solution](#)

394.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,634 global accepts · Rating: 1400 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[tem_shett's solution](#)

395.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[tem_shett's solution](#)

396.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

397.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[tem_shett's solution](#)

398.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[tem_shett's solution](#)

399.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2020-03-26 · Python 3 (first AC) · Tags: greedy, implementation, strings

[tem_shett's solution](#)

400.

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tem_shett's solution](#)

401.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[tem_shett's solution](#)

402.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: implementation, math, matrices

[tem_shett's solution](#)

403.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,005 global accepts · Rating: 1400 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[tem_shett's solution](#)

404.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[tem_shett's solution](#)

405.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,380 global accepts · Rating: 1400 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[tem_shett's solution](#)

406.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[tem_shett's solution](#)

407.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,060 global accepts · Rating: 1400 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[tem_shett's solution](#)

408.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[tem_shett's solution](#)

409.

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[tem_shett's solution](#)

410.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,350 global accepts · Rating: 1400 · first AC: 2019-09-15 · Python 3 (first AC) · Tags: combinatorics, dp, implementation
[tem_shett's solution](#)

411.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2019-03-30 · Python 3 (first AC) · Tags: dfs and similar, trees
[tem_shett's solution](#)

412.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu
[tem_shett's solution](#)

413.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · Python 3 (first AC) · Tags: greedy, implementation, sortings

[tem_shett's solution](#)

414.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tem_shett's solution](#)

415.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[tem_shett's solution](#)

416.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[tem_shett's solution](#)

417.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[tem_shett's solution](#)

418.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[tem_shett's solution](#)

419.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[tem_shett's solution](#)

420.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tem_shett's solution](#)

421.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[tem_shett's solution](#)

422.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[tem_shett's solution](#)

423.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[tem_shett's solution](#)

424.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[tem_shett's solution](#)

425.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[tem_shett's solution](#)

426.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tem_shett's solution](#)

427.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tem_shett's solution](#)

428.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[tem_shett's solution](#)

429.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[tem_shett's solution](#)

430.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[tem_shett's solution](#)

431.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[tem_shett's solution](#)

432.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tem_shett's solution](#)

433.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[tem_shett's solution](#)

434.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[tem_shett's solution](#)

435.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[tem_shett's solution](#)

436.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dsu, implementation

[tem_shett's solution](#)

437.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

438.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[tem_shett's solution](#)

439.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[tem_shett's solution](#)

440.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[tem_shett's solution](#)

441.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[tem_shett's solution](#)

442.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[tem_shett's solution](#)

443.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[tem_shett's solution](#)

444.

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[tem_shett's solution](#)

445.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[tem_shett's solution](#)

446.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[tem_shett's solution](#)

447.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[tem_shett's solution](#)

448.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees
[tem_shett's solution](#)

449.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[tem_shett's solution](#)

450.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[tem_shett's solution](#)

451.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
[tem_shett's solution](#)

452.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[tem_shett's solution](#)

453.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[tem_shett's solution](#)

454.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[tem_shett's solution](#)

455.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, sortings
[tem_shett's solution](#)

456.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[tem_shett's solution](#)

457.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, two pointers
[tem_shett's solution](#)

458.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[tem_shett's solution](#)

459.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[tem_shett's solution](#)

460.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[tem_shett's solution](#)

461.

1368B

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

Quality: 21,430 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[tem_shett's solution](#)

462.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[tem_shett's solution](#)

463.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[tem_shett's solution](#)

464.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[tem_shett's solution](#)

465.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2020-03-26 · PyPy 3 (first AC) · Tags: binary search, math

[tem_shett's solution](#)

466.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: geometry, implementation, math

[tem_shett's solution](#)

467.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: brute force, implementation

[tem_shett's solution](#)

468.

858B

[Which floor?](#) · [Tutorial](#)

Quality: 4,106 global accepts · Rating: 1500 · first AC: 2020-03-24 · PyPy 3 (first AC) · Tags: brute force, implementation

[tem_shett's solution](#)

469.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tem_shett's solution](#)

470.

574B

[Bear and Three Musketeers](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[tem_shett's solution](#)

471.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tem_shett's solution](#)

472.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,937 global accepts · Rating: 1500 · first AC: 2019-09-15 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy

[tem_shett's solution](#)

473.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[tem_shett's solution](#)

474.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[tem_shett's solution](#)

475.

1159C

[The Party and Sweets](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-12 · Python 3 (first AC) · Tags: greedy, implementation, math

[tem_shett's solution](#)

476.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · Python 3 (first AC) · Tags: data structures, implementation

[tem_shett's solution](#)

477.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tem_shett's solution](#)

478.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[tem_shett's solution](#)

479.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[tem_shett's solution](#)

480.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · Python 3 (first AC) · Tags: greedy, math, number theory

[tem_shett's solution](#)

481.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[tem_shett's solution](#)

482.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[tem_shett's solution](#)

483.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[tem_shett's solution](#)

484.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[tem_shett's solution](#)

485.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[tem_shett's solution](#)

486.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[tem_shett's solution](#)

487.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

488.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tem_shett's solution](#)

489.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[tem_shett's solution](#)

490.

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

[tem_shett's solution](#)

491.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

492.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[tem_shett's solution](#)

493.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[tem_shett's solution](#)

494.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[tem_shett's solution](#)

495.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math
[tem_shett's solution](#)

496.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[tem_shett's solution](#)

497.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[tem_shett's solution](#)

498.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[tem_shett's solution](#)

499.

1544D

[Secret Santa](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math
[tem_shett's solution](#)

500.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[tem_shett's solution](#)

501.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[tem_shett's solution](#)

502.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[tem_shett's solution](#)

503.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[tem_shett's solution](#)

504.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,120 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[tem_shett's solution](#)

505.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tem_shett's solution](#)

506.

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[tem_shett's solution](#)

507.

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

508.

1481C

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1036D

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1336A

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1334C

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527.

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1406C

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1381A2

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977F

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1278C

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593.

1325D

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1361A

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598.

1340B

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1333C

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602.

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603.

1146C

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1312D

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1102E

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606.

1301C

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Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-14 · last AC: 2020-02-14 · Python 3 (first AC) · Tags: binary search, combinatorics, greedy, math, strings

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607.

1295B

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Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings
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608.

1168A

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Quality: 7,596 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
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609.

1279D

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Quality: 7,292 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
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610.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
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611.

1249E

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Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths
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612.

1237C1

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Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy
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613.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2019-09-15 · PyPy 3 (first AC) · Tags: games, greedy, math
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614.

1143D

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Rating: 1700 · first AC: 2019-03-30 · Python 3 (first AC) · Tags: implementation, math, number theory
[tem_shett's solution](#)

615.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-06 · Python 3 (first AC) · Tags: two pointers
[tem_shett's solution](#)

616.

1130D1

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Rating: 1700 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
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617.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory

[tem_shett's solution](#)

618.

1111B

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Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · Python 3 (first AC) · Tags: brute force, implementation, math

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619.

1111C

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Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[tem_shett's solution](#)

620.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-18 · Python 3 (first AC) · Tags: strings

[tem_shett's solution](#)

621.

1056C

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Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · Python 3 (first AC) · Tags: greedy, implementation, interactive, sortings

[tem_shett's solution](#)

622.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-07-31 · Python 3 (first AC) · Tags: brute force, dp, greedy

[tem_shett's solution](#)

623.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[tem_shett's solution](#)

624.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[tem_shett's solution](#)

625.

2101B

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Quality: 6,827 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

[tem_shett's solution](#)

626.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

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627.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[tem_shett's solution](#)

628.

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

[tem_shett's solution](#)

629.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[tem_shett's solution](#)

630.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,320 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tem_shett's solution](#)

631.

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

[tem_shett's solution](#)

632.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[tem_shett's solution](#)

633.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[tem_shett's solution](#)

634.

1267L

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Quality: 3,358 global accepts · Rating: 1800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[tem_shett's solution](#)

635.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[tem_shett's solution](#)

636.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[tem_shett's solution](#)

637.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[tem_shett's solution](#)

638.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[tem_shett's solution](#)

639.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[tem_shett's solution](#)

640.

1630B

[Range and Partition · Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[tem_shett's solution](#)

641.

1583D

[Omkar and the Meaning of Life · Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive
[tem_shett's solution](#)

642.

1575D

[Divisible by Twenty-Five · Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp
[tem_shett's solution](#)

643.

1556D

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Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[tem_shett's solution](#)

644.

1556C

[Compressed Bracket Sequence · Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[tem_shett's solution](#)

645.

1548B

[Integers Have Friends · Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[tem_shett's solution](#)

646.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
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647.

1552C

[Maximize the Intersections · Tutorial](#)

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648.

1534D

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649.

1508B

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650.

1501C

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Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[tem_shett's solution](#)

651.

1491D

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652.

1475D

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Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

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653.

1466E

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[tem_shett's solution](#)

654.

1468J

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Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[tem_shett's solution](#)

655.

1450D

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Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

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656.

1446B

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[tem_shett's solution](#)

657.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[tem_shett's solution](#)

658.

1442A

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Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[tem_shett's solution](#)

659.

1426E

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Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
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660.

1409E

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[tem_shett's solution](#)

661.

1396B

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Quality: 12,936 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
[tem_shett's solution](#)

662.

888E

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Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[tem_shett's solution](#)

663.

1401D

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Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[tem_shett's solution](#)

664.

1394A

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[tem_shett's solution](#)

665.

1388C

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[tem_shett's solution](#)

666.

1381B

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Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
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667.

846F

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Quality: 2,657 global accepts · Rating: 1800 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers
[tem_shett's solution](#)

668.

1096D

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Quality: 9,398 global accepts · Rating: 1800 · first AC: 2020-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp
[tem_shett's solution](#)

669.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers
[tem_shett's solution](#)

670.

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers
[tem_shett's solution](#)

671.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[tem_shett's solution](#)

672.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[tem_shett's solution](#)

673.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[tem_shett's solution](#)

674.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,442 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers
[tem_shett's solution](#)

675.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
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676.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers
[tem_shett's solution](#)

677.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[tem_shett's solution](#)

678.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tem_shett's solution](#)

679.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[tem_shett's solution](#)

680.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[tem_shett's solution](#)

681.

1225D

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Quality: 10,043 global accepts · Rating: 1800 · first AC: 2019-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[tem_shett's solution](#)

682.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

683.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-18 · Python 3 (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

684.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[tem_shett's solution](#)

685.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tem_shett's solution](#)

686.

2184G

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

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-16 · last AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[tem_shett's solution](#)

687.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[tem_shett's solution](#)

688.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[tem_shett's solution](#)

689.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[tem_shett's solution](#)

690.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[tem_shett's solution](#)

691.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[tem_shett's solution](#)

692.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[tem_shett's solution](#)

693.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: brute force, expression parsing, strings

[tem_shett's solution](#)

694.

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

[tem_shett's solution](#)

695.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: math

[tem_shett's solution](#)

696.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[tem_shett's solution](#)

697.

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

[tem_shett's solution](#)

698.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[tem_shett's solution](#)

699.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
[tem_shett's solution](#)

700.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[tem_shett's solution](#)

701.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[tem_shett's solution](#)

702.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math
[tem_shett's solution](#)

703.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
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704.

1817B

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Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[tem_shett's solution](#)

705.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
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706.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[tem_shett's solution](#)

707.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
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708.

1738D

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Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[tem_shett's solution](#)

709.

1424B

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Rating: 1900 · first AC: 2020-10-05 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings

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710.

1697D

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Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[tem_shett's solution](#)

711.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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712.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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713.

1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[tem_shett's solution](#)

714.

1508A

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[tem_shett's solution](#)

715.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[tem_shett's solution](#)

716.

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

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717.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tem_shett's solution](#)

718.

1479B1

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Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[tem_shett's solution](#)

719.

1475F

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Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[tem_shett's solution](#)

720.

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, sortings

[tem_shett's solution](#)

721.

1470B

[Strange Definition](#) · Tutorial

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[tem_shett's solution](#)

722.

1453D

[Checkpoints](#) · Tutorial

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

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723.

1439A2

[Binary Table \(Hard Version\)](#) · Tutorial

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tem_shett's solution](#)

724.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[tem_shett's solution](#)

725.

1421D

[Hexagons](#) · Tutorial

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[tem_shett's solution](#)

726.

1428D

[Bouncing Boomerangs](#) · Tutorial

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tem_shett's solution](#)

727.

1430E

[String Reversal](#) · Tutorial

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[tem_shett's solution](#)

728.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[tem_shett's solution](#)

729.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[tem_shett's solution](#)

730.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy

[tem_shett's solution](#)

731.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

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732.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tem_shett's solution](#)

733.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[tem_shett's solution](#)

734.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[tem_shett's solution](#)

735.

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[tem_shett's solution](#)

736.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[tem_shett's solution](#)

737.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2020-03-24 · Python 3 (first AC) · Tags: bitmasks, interactive, math

[tem_shett's solution](#)

738.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp
[tem_shett's solution](#)

739.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[tem_shett's solution](#)

740.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[tem_shett's solution](#)

741.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[tem_shett's solution](#)

742.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
[tem_shett's solution](#)

743.

558C

[Amr and Chemistry](#) · [Tutorial](#)

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math, shortest paths
[tem_shett's solution](#)

744.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[tem_shett's solution](#)

745.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[tem_shett's solution](#)

746.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[tem_shett's solution](#)

747.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · Python 3 (first AC) · Tags: brute force, geometry
[tem_shett's solution](#)

748.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[tem_shett's solution](#)

749.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-11-27 · PyPy 3-64 (first AC) · Tags: combinatorics, greedy

[tem_shett's solution](#)

750.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[tem_shett's solution](#)

751.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[tem_shett's solution](#)

752.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[tem_shett's solution](#)

753.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[tem_shett's solution](#)

754.

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

[tem_shett's solution](#)

755.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[tem_shett's solution](#)

756.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[tem_shett's solution](#)

757.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[tem_shett's solution](#)

758.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

graphs, implementation, interactive, shortest paths, trees

[tem_shett's solution](#)

759.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[tem_shett's solution](#)

760.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[tem_shett's solution](#)

761.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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762.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[tem_shett's solution](#)

763.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[tem_shett's solution](#)

764.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[tem_shett's solution](#)

765.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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766.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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767.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[tem_shett's solution](#)

768.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem,

constructive algorithms, fft, flows

[tem_shett's solution](#)

769.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[tem_shett's solution](#)

770.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tem_shett's solution](#)

771.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

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772.

1426F

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Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings

[tem_shett's solution](#)

773.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[tem_shett's solution](#)

774.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[tem_shett's solution](#)

775.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[tem_shett's solution](#)

776.

1029F

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

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[tem_shett's solution](#)

777.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[tem_shett's solution](#)

778.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tem_shett's solution](#)

779.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tem_shett's solution](#)

780.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-07-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[tem_shett's solution](#)

781.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2020-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[tem_shett's solution](#)

782.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[tem_shett's solution](#)

783.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[tem_shett's solution](#)

784.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[tem_shett's solution](#)

785.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2020-03-24 · Python 3 (first AC) · Tags: binary search, divide and conquer, interactive

[tem_shett's solution](#)

786.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[tem_shett's solution](#)

787.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[tem_shett's solution](#)

788.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,670 global accepts · Rating: 2000 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[tem_shett's solution](#)

789.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[tem_shett's solution](#)

790.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,157 global accepts · Rating: 2000 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[tem_shett's solution](#)

791.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[tem_shett's solution](#)

792.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[tem_shett's solution](#)

793.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 2000 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[tem_shett's solution](#)

794.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[tem_shett's solution](#)

795.

1244C

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

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2020-01-19 · PyPy 3 (first AC) · Tags: brute force, math, number theory

[tem_shett's solution](#)

796.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[tem_shett's solution](#)

797.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[tem_shett's solution](#)

798.

1510D

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1425E

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Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[tem_shett's solution](#)

893.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[tem_shett's solution](#)

894.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[tem_shett's solution](#)

895.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2020-08-27 · last AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp
[tem_shett's solution](#)

896.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy
[tem_shett's solution](#)

897.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities
[tem_shett's solution](#)

898.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[tem_shett's solution](#)

899.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: trees
[tem_shett's solution](#)

900.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[tem_shett's solution](#)

901.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[tem_shett's solution](#)

902.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[tem_shett's solution](#)

903.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-08-17 · last AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[tem_shett's solution](#)

904.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[tem_shett's solution](#)

905.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[tem_shett's solution](#)

906.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tem_shett's solution](#)

907.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,115 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[tem_shett's solution](#)

908.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[tem_shett's solution](#)

909.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2020-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[tem_shett's solution](#)

910.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tem_shett's solution](#)

911.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[tem_shett's solution](#)

912.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2020-07-20 · last AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[tem_shett's solution](#)

913.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[tem_shett's solution](#)

914.

617E

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

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tem_shett's solution](#)

915.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[tem_shett's solution](#)

916.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[tem_shett's solution](#)

917.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[tem_shett's solution](#)

918.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[tem_shett's solution](#)

919.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[tem_shett's solution](#)

920.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[tem_shett's solution](#)

921.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[tem_shett's solution](#)

922.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[tem_shett's solution](#)

923.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[tem_shett's solution](#)

924.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[tem_shett's solution](#)

925.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[tem_shett's solution](#)

926.

713B

[Searching Rectangles](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2200 · first AC: 2020-03-24 · Python 3 (first AC) · Tags: binary search, constructive algorithms, interactive
[tem_shett's solution](#)

927.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2020-01-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[tem_shett's solution](#)

928.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
[tem_shett's solution](#)

929.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[tem_shett's solution](#)

930.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[tem_shett's solution](#)

931.

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[tem_shett's solution](#)

932.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[tem_shett's solution](#)

933.

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

[tem_shett's solution](#)

934.

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

[tem_shett's solution](#)

935.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tem_shett's solution](#)

936.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tem_shett's solution](#)

937.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[tem_shett's solution](#)

938.

1652E

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

Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math

[tem_shett's solution](#)

939.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[tem_shett's solution](#)

940.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[tem_shett's solution](#)

941.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · last AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[tem_shett's solution](#)

942.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[tem_shett's solution](#)

943.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[tem_shett's solution](#)

944.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[tem_shett's solution](#)

945.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[tem_shett's solution](#)

946.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tem_shett's solution](#)

947.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[tem_shett's solution](#)

948.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[tem_shett's solution](#)

949.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[tem_shett's solution](#)

950.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[tem_shett's solution](#)

951.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[tem_shett's solution](#)

952.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-09-21 · last AC: 2020-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
[tem_shett's solution](#)

953.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[tem_shett's solution](#)

954.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[tem_shett's solution](#)

955.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2020-08-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[tem_shett's solution](#)

956.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[tem_shett's solution](#)

957.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, trees
[tem_shett's solution](#)

958.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[tem_shett's solution](#)

959.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory
[tem_shett's solution](#)

960.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math
[tem_shett's solution](#)

961.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[tem_shett's solution](#)

962.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[tem_shett's solution](#)

963.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

964.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[tem_shett's solution](#)

965.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tem_shett's solution](#)

966.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[tem_shett's solution](#)

967.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

968.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[tem_shett's solution](#)

969.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[tem_shett's solution](#)

970.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[tem_shett's solution](#)

971.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[tem_shett's solution](#)

972.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[tem_shett's solution](#)

973.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[tem_shett's solution](#)

974.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[tem_shett's solution](#)

975.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[tem_shett's solution](#)

976.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[tem_shett's solution](#)

977.

1291E

[Prefix Enlightenment](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[tem_shett's solution](#)

978.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[tem_shett's solution](#)

979.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[tem_shett's solution](#)

980.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tem_shett's solution](#)

981.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[tem_shett's solution](#)

982.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[tem_shett's solution](#)

983.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[tem_shett's solution](#)

984.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[tem_shett's solution](#)

985.

1424I

[Bubble Cup hypothesis](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[tem_shett's solution](#)

986.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[tem_shett's solution](#)

987.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings
[tem_shett's solution](#)

988.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures
[tem_shett's solution](#)

989.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2020-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[tem_shett's solution](#)

990.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[tem_shett's solution](#)

991.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[tem_shett's solution](#)

992.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[tem_shett's solution](#)

993.

2206B

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

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[tem_shett's solution](#)

994.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[tem_shett's solution](#)

995.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,022 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[tem_shett's solution](#)

996.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, interactive, sortings

[tem_shett's solution](#)

997.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[tem_shett's solution](#)

998.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, geometry, greedy, interactive

[tem_shett's solution](#)

999.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[tem_shett's solution](#)

1000.

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[tem_shett's solution](#)

1001.

1788F

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

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[tem_shett's solution](#)

1002.

2075E

[XOR Matrix](#) · Tutorial

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[tem_shett's solution](#)

1003.

2101D

[Mani and Segments](#) · Tutorial

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[tem_shett's solution](#)

1004.

2048F

[Kevin and Math Class](#) · Tutorial

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[tem_shett's solution](#)

1005.

1089C

[Cactus Search](#) · Tutorial

Quality: 458 global accepts · Rating: 2500 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[tem_shett's solution](#)

1006.

1842F

[Tenzing and Tree](#) · Tutorial

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[tem_shett's solution](#)

1007.

1847F

[The Boss's Identity](#) · Tutorial

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[tem_shett's solution](#)

1008.

1809F

[Traveling in Berland](#) · Tutorial

Quality: 930 global accepts · Rating: 2500 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[tem_shett's solution](#)

1009.

1778E

[The Tree Has Fallen!](#) · Tutorial

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[tem_shett's solution](#)

1010.

1562E

[Rescue Niwen!](#) · Tutorial

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[tem_shett's solution](#)

1011.

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[tem_shett's solution](#)

1012.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tem_shett's solution](#)

1013.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[tem_shett's solution](#)

1014.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[tem_shett's solution](#)

1015.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[tem_shett's solution](#)

1016.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[tem_shett's solution](#)

1017.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2020-03-24 · Python 3 (first AC) · Tags: constructive algorithms, games, interactive

[tem_shett's solution](#)

1018.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[tem_shett's solution](#)

1019.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[tem_shett's solution](#)

1020.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[tem_shett's solution](#)

1021.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs

[tem_shett's solution](#)

1022.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[tem_shett's solution](#)

1023.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[tem_shett's solution](#)

1024.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[tem_shett's solution](#)

1025.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[tem_shett's solution](#)

1026.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[tem_shett's solution](#)

1027.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tem_shett's solution](#)

1028.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[tem_shett's solution](#)

1029.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[tem_shett's solution](#)

1030.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[tem_shett's solution](#)

1031.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[tem_shett's solution](#)

1032.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[tem_shett's solution](#)

1033.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2600 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[tem_shett's solution](#)

1034.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2020-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[tem_shett's solution](#)

1035.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[tem_shett's solution](#)

1036.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[tem_shett's solution](#)

1037.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2025-12-07 · last AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, interactive, math, probabilities

[tem_shett's solution](#)

1038.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)

1039.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1040.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[tem_shett's solution](#)

1041.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees
[tem_shett's solution](#)

1042.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[tem_shett's solution](#)

1043.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
[tem_shett's solution](#)

1044.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[tem_shett's solution](#)

1045.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[tem_shett's solution](#)

1046.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[tem_shett's solution](#)

1047.

2052G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation
[tem_shett's solution](#)

1048.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[tem_shett's solution](#)

1049.

1424L

[Milutin's Plums](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[tem_shett's solution](#)

1050.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[tem_shett's solution](#)

1051.

1773J

[Jumbled Trees](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2900 · first AC: 2026-05-05 · last AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[tem_shett's solution](#)**1052.**

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)**1053.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[tem_shett's solution](#)**1054.**

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[tem_shett's solution](#)**1055.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[tem_shett's solution](#)**1056.**

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[tem_shett's solution](#)**1057.**

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math, probabilities

[tem_shett's solution](#)**1058.**

1776E

[Crossing the Railways](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[tem_shett's solution](#)**1059.**

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)**1060.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[tem_shett's solution](#)

1061.

2219B2

[Unique Values \(Hard version\) · Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tem_shett's solution](#)**1062.**

2219B1

[Unique Values \(Easy version\) · Tutorial](#)

Quality: 3,601 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

[tem_shett's solution](#)**1063.**

2219A

[Grid L · Tutorial](#)

Quality: 8,989 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tem_shett's solution](#)**1064.**

106164D

[Dungeons and Dragons · Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)**1065.**

106164L

[Laser · Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)**1066.**

106164E

[Elena and Travel Pass · Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)**1067.**

106164C

[Challenge to the Reader · Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)**1068.**

106164G

[Galactic Adventure Agency · Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)**1069.**

106164F

[Festival Stroll · Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)**1070.**

106164M

[Merticulous Manipulation · Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)**1071.**

106164B

[Bring It To Back · Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1072.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1073.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1074.

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1075.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1076.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1077.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1078.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1079.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1080.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1081.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tem_shett's solution](#)

1082.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1083.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1084.

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1085.

105143L

[Magic Fairies](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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1086.

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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1087.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1088.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1089.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1090.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1091.

102992D

[Degree of Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1092.

102992J

[Just Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1093.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1094.

102992H

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

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1095.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1096.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1097.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1098.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1099.

105677J

[Recovering the Tablet](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1100.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1101.

105677L

[The Charioteer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1102.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1103.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1104.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1105.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1106.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1107.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1108.

104008J

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

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1109.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1110.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1111.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1112.

104008C

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

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1113.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1114.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1115.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1116.

2095D

[Where Am I? · Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[tem_shett's solution](#)

1117.

2095A

[Piecing It Together · Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[tem_shett's solution](#)

1118.

105699C

[Cardinality · Tutorial](#)

Rating: — · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1119.

105699J

[Jigsaw Puzzle · Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1120.

105699I

[Interactive Casino · Tutorial](#)

Rating: — · first AC: 2025-03-19 · Python 3 (first AC) · Tags: —

[tem_shett's solution](#)

1121.

105699G

[Geo Sharding · Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1122.

105699E

[Equal Strings · Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1123.

105699M

[Meta · Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tem_shett's solution](#)

1124.

105387F

[Questions pack · Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1125.

105387C

[Martian Meteorology · Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1126.

105387I

[Line pinball · Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1127.

105387K

[Stroller](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1128.

105387E

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

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1129.

105387D

[DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1130.

105387G

[Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1131.

105387L

[Bee coloring book](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1132.

105387N

[Entomologist](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · Python 3 (first AC) · Tags: —

[tem_shett's solution](#)

1133.

105387H

[Toys](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1134.

105387J

[There](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1135.

105387B

[Destroy them all!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1136.

105387M

[Cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1137.

105387A

[Dilation](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1138.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1139.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1140.

103069A

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

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1141.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1142.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1143.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1144.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1145.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1146.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1147.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1148.

104757H

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

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1149.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1150.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1151.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · Python 3 (first AC) · Tags: —
[tem_shett's solution](#)

1152.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1153.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1154.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1155.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1156.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1157.

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1158.

104875F

[Faster Than Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1159.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1160.

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1161.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1162.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1163.

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1164.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1165.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1166.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1167.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1168.

104875I

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

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1169.

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[tem_shett's solution](#)

1170.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1171.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1172.

104114I

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

Rating: — · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1173.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tem_shett's solution](#)

1174.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tem_shett's solution](#)

1175.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tem_shett's solution](#)

1176.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tem_shett's solution](#)

1177.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tem_shett's solution](#)

1178.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tem_shett's solution](#)

1179.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1180.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1181.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1182.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1183.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1184.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1185.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1186.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1187.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1188.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1189.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1190.

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1191.

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1192.

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1193.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1194.

105112H

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

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1195.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1196.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1197.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1198.

105112K

[Klompdansen](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1199.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1200.

104869B

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

Rating: — · first AC: 2024-04-14 · PyPy 3-64 (first AC) · Tags: —

[tem_shett's solution](#)

1201.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1202.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1203.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1204.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1205.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1206.

104891C

[Bladestorm](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1207.

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1208.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1209.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1210.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1211.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1212.

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1213.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1214.

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1215.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1216.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1217.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1218.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1219.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1220.

104857F

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

Rating: — · first AC: 2024-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tem_shett's solution](#)

1221.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1222.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1223.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1224.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1225.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1226.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1227.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1228.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1229.

104821L

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1230.

104821D

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1231.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1232.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1233.

104821F

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

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1234.

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1235.

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1236.

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1237.

103640E

[Expedition Plans](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1238.

103640G

[Generator Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1239.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1240.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1241.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1242.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1243.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1244.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1245.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1246.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1247.

104666K

[Screamers in the Storm](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1248.

104666I

[Ponk Warshall](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1249.

104666L

[The Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1250.

104666E

[Deep800080](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1251.

104666H

[K==S](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1252.

104666D

[Crimson Sexy Jalapeños](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1253.

104666J

[Saba1000kg](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1254.

104666B

[Be Geeks!](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1255.

104666C

[Bob in Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1256.

104666G

[Light Emitting Hindenburg](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1257.

104666A

[ABB](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1258.

104666F

[Zeldain Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1259.

104686K

[Skills in Pills](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1260.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1261.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1262.

104686G

[Greedy Drawers](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1263.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1264.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1265.

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1266.

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1267.

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1268.

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[tem_shett's solution](#)

1269.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1270.

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1271.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1272.

104772D

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

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1273.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1274.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1275.

104555D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1276.

104544I

[At War With The Army](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1277.

104544F

[The Birthday Present](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1278.

104555K

[\\$\\$ for More, \\$\\$ for Less](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1279.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1280.

104544C

[K-th LNCA](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1281.

104555G

[Great Treaty of Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1282.

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1283.

104555E

[Extracting Pollen](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1284.

104555C

[Challenging Hike](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1285.

104544A

[Eh Seedie, Hot Bel Kherej](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1286.

104555B

[Best Fair Shuffles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1287.

104555F

[Fatigue-Fighting Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1288.

104555I

[Investigating Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1289.

104555L

[Lexicographical Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · PyPy 3-64 (first AC) · Tags: —

[tem_shett's solution](#)

1290.

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1291.

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1292.

104555M

[Maximizing Flight Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1293.

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1294.

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1295.

104555A

[Amusement Park Adventure](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1296.

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1297.

104018E

[B;0T4D? =C ?Cä;DôE](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1298.

104018D

[AÔ50\\$8C D0CÔ=C O CÔ0C4;CäAD\\$L!](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1299.

104018G

[B;0ä60Ô0Dò ;Cä3C,,AD\\$8C=0](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

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104018F

[Aö;C;ACç ACä:D >C\\$8D•](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1301.

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[AÔ0C\\$8C, ;C 4DÄN](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1302.

104018B

[Aä3D0C ;CT=C,,5 C\\$5C=0](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1303.

104018H

[AT@Ca<Cä3C'0D =CäAD\\$L](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1304.

104018I

[42 C6@C,GC,,=D² ?CäACTBC,,BDÂ DÄ5D\\$=C <](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1305.

104018A

[B 0CÄaC >D BC BCa>C](#)

Rating: — · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1306.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1307.

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1308.

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1309.

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1310.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1311.

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1312.

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1313.

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1314.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1315.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1316.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1317.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1318.

103102I

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

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[tem_shett's solution](#)

1319.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1320.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1321.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[tem_shett's solution](#)

1322.

1663C

[P Ö: Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · Python 3 (first AC) · Tags: *special, implementation, math

[tem_shett's solution](#)

1323.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[tem_shett's solution](#)

1324.

103136H

[A<D>D\\$0 5C`>Dt:C <](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1325.

103136G

[B,UDT=C BCÔKC' BD4@CÔ8D](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1326.

103136F

[A\\$ACR4Cä@Cä3C, 2CT4D4B C" A4#](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1327.

103136E

[Why is calculator needed for? · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1328.

103136B

[PSU · Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1329.

103136C

[AÄD40Ct8CÔ 4CTHCT2D`E C\\$5D"5C•](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1330.

103136I

[B UC40T;CT=C,,5 D\\$@D44C](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1331.

103136A

[A TDD5D](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1332.

103600E

[AÄ50D8Dd8CÔAC=0Dò 4C,,0C4=CäAD\\$8C=0](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1333.

103600H

[B\\$00rC,,FC](#)

Rating: — · first AC: 2022-03-12 · Python 3 (first AC) · Tags: —

[tem_shett's solution](#)

1334.

103600A

[Aä70CT@ C FC,,8 D 4CT2DôBC=0CÄ8](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1335.

103600C

[B4D5D"5CÔ=Cä5 D :D 5D"8C\\$0CÔ8CP](#)

Rating: — · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1336.

103600D

[ADTQrCÔ0Dò BCT@D 8D\\$>D 8Dò](#)

Rating: — · first AC: 2022-03-12 · Python 3 (first AC) · Tags: —

[tem_shett's solution](#)

1337.

103600L

[Grass Field](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · Python 3 (first AC) · Tags: —

[tem_shett's solution](#)

1338.

103600G

[Resolution](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1339.

103600F

[Obstacle Course](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · Python 3 (first AC) · Tags: —

[tem_shett's solution](#)

1340.

103600B

[Blinds](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1341.

103600J

[BTBCÄsDt5D :C O D\\$>Dt=CäAD\\$L](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1342.

103600I

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1343.

103600K

[Class Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tem_shett's solution](#)

1344.

1531D

[B 5CD0C#B0ja@D45CÂ C,,=C45D Â 6öÆ÷](#)

Quality: 370 global accepts · Rating: — · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: *special

[tem_shett's solution](#)

1345.

1531E2

[B >DöB0,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 340 global accepts · Rating: — · first AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force

[tem_shett's solution](#)

1346.

1531E1

[B >DöB0,,@Cä2C#0 D ;C,,OCÔ8CT<](#)

Quality: 362 global accepts · Rating: — · first AC: 2021-05-29 · last AC: 2021-05-30 · C++14 (GCC 6-32) (first AC) · Tags: *special

[tem_shett's solution](#)

1347.

1531C

[B 80ÄäCTBD 8Dt=D´9 C <DD8D\\$5C BD](#)

Quality: 659 global accepts · Rating: — · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, dp

[tem_shett's solution](#)

1348.

1531B1

[ÄÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 1,157 global accepts · Rating: — · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: *special

[tem_shett's solution](#)

1349.

1531B2

[ÄÄ×CÔ8D\\$>D 8CÔ3](#)

Quality: 796 global accepts · Rating: — · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: *special

[tem_shett's solution](#)

1350.

1531A

[At8CÔ3OT@i!color](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[tem_shett's solution](#)

1351.

102407G

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1352.

100043I

[ÄB0äD](#)

Rating: — · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1353.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · PyPy 3 (first AC) · Tags: *special

[tem_shett's solution](#)

1354.

101627C

[Railroad](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1355.

1319D

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

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[tem_shett's solution](#)

1356.

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[tem_shett's solution](#)

1357.

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[tem_shett's solution](#)

1358.

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[tem_shett's solution](#)

1359.

102330G

[B-0D,0i0, AD\\$0Cd8D >C\\$:C€](#)

Rating: — · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1360.

102330C

[AÄ0D8Cα8](#)

Rating: — · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1361.

102330B

[A650T7C D:C =C >C`8CÄ?C,,0CDC](#)

Rating: — · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1362.

102330A

[AD>Cα8Cä@ A 9C >C`8D](#)

Rating: — · first AC: 2019-11-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1363.

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1364.

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[tem_shett's solution](#)

1365.

102396F

[Metro 2345](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · PyPy 3 (first AC) · Tags: —

[tem_shett's solution](#)

1366.

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · PyPy 3 (first AC) · Tags: —

[tem_shett's solution](#)

1367.

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · Python 3 (first AC) · Tags: —

[tem_shett's solution](#)

1368.

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · Python 3 (first AC) · Tags: —

