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# Unique solved — tfg

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Count: 4,632

1.

2211A

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2.

2185B

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3.

2185A

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5.

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6.

2182A

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7.

2178A

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8.

2179B

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9.

2179A

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2180B

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2176A

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2170A

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2172A

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2161A

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2162A

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**20.**

2118A

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2151A

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**23.**

2153A

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**35.**

2148A

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**44.**

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**63.**

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2063A

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2057A

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2053A

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**72.**

2030B

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**73.**

2030A

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**74.**

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1975A

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1909A

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1912L

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1896A

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**86.**

1870A

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**87.**

1863A

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**88.**

1864A

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1844A

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**90.**

1842A

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1834A

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1810B

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**93.**

1810A

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1804A

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1799A

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**96.**

1776A

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1782A

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**99.**

1779A

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Quality: 24,059 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[tfg's solution](#)

**100.**

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tfg's solution](#)

**101.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tfg's solution](#)

**102.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,587 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[tfg's solution](#)

**103.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[tfg's solution](#)

**104.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tfg's solution](#)

**105.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[fkg's solution](#)

**106.**

1704A

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

Quality: 16,650 global accepts · Rating: 800 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[fkg's solution](#)

**107.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
[fkg's solution](#)

**108.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[fkg's solution](#)

**109.**

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**110.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[fkg's solution](#)

**111.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math  
[fkg's solution](#)

**112.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[fkg's solution](#)

**113.**

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[fkg's solution](#)

**114.**

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[fkg's solution](#)

**115.**

1615A

[Closing The Gap](#) · [Tutorial](#)

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

[tfg's solution](#)

**116.**

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[tfg's solution](#)

**117.**

1620A

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

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[tfg's solution](#)

**118.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**119.**

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math

[tfg's solution](#)

**120.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tfg's solution](#)

**121.**

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[tfg's solution](#)

**122.**

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[tfg's solution](#)

**123.**

1552A

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

Quality: 25,340 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[tfg's solution](#)

**124.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[tfg's solution](#)

**125.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[tfg's solution](#)

**126.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**127.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 800 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[fkg's solution](#)

**128.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[fkg's solution](#)

**129.**

1525A

[Potion-making](#) · [Tutorial](#)

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

**130.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,085 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**131.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
[fkg's solution](#)

**132.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings  
[fkg's solution](#)

**133.**

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[fkg's solution](#)

**134.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[fkg's solution](#)

**135.**

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[fkg's solution](#)

**136.**

1473A

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

Quality: 37,423 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[tfg's solution](#)

**137.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[tfg's solution](#)

**138.**

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tfg's solution](#)

**139.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[tfg's solution](#)

**140.**

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tfg's solution](#)

**141.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[tfg's solution](#)

**142.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[tfg's solution](#)

**143.**

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[tfg's solution](#)

**144.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**145.**

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[tfg's solution](#)

**146.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[tfg's solution](#)

**147.**

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[tfg's solution](#)

**148.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[tfg's solution](#)

**149.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,124 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[tfg's solution](#)

**150.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,463 global accepts · Rating: 800 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[tfg's solution](#)

**151.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,251 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[tfg's solution](#)

**152.**

144A

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

Quality: 121,379 global accepts · Rating: 800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tfg's solution](#)

**153.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tfg's solution](#)

**154.**

1325B

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

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tfg's solution](#)

**155.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[tfg's solution](#)

**156.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tfg's solution](#)

**157.**

1305A

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

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

[tfg's solution](#)

**158.**

1283A

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

Quality: 61,296 global accepts · Rating: 800 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**159.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,429 global accepts · Rating: 800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**160.**

1296A

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

Quality: 48,340 global accepts · Rating: 800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**161.**

1311A

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

Quality: 46,269 global accepts · Rating: 800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[fkg's solution](#)

**162.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**163.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**164.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**165.**

1284A

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

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

**166.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,815 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[fkg's solution](#)

**167.**

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fkg's solution](#)

**168.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · PyPy 3 (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**169.**

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-22 · Scala (first AC) · Tags: math  
[fkg's solution](#)

**170.**

1194A

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

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**171.**

1234A

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

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**172.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[fkg's solution](#)

**173.**

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[fkg's solution](#)

**174.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**175.**

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[fkg's solution](#)

**176.**

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation  
[fkg's solution](#)

**177.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: greedy  
[fkg's solution](#)

**178.**

1148A

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

Quality: 15,546 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**179.**

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[tfg's solution](#)

**180.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,101 global accepts · Rating: 800 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[tfg's solution](#)

**181.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[tfg's solution](#)

**182.**

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tfg's solution](#)

**183.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[tfg's solution](#)

**184.**

1154A

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

Quality: 87,054 global accepts · Rating: 800 · first AC: 2019-04-16 · last AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[tfg's solution](#)

**185.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[tfg's solution](#)

**186.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[tfg's solution](#)

**187.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[tfg's solution](#)

**188.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[tfg's solution](#)

**189.**

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tfg's solution](#)

**190.**

1097A

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

Quality: 43,803 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**191.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[tfg's solution](#)

**192.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tfg's solution](#)

**193.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tfg's solution](#)

**194.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,213 global accepts · Rating: 800 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[tfg's solution](#)

**195.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,274 global accepts · Rating: 800 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tfg's solution](#)

**196.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**197.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,357 global accepts · Rating: 800 · first AC: 2018-12-15 · last AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[tfg's solution](#)

**198.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**199.**

1056A

[Determine Line](#) · [Tutorial](#)

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

[tfg's solution](#)

**200.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tfg's solution](#)

**201.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[tfg's solution](#)

**202.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[tfg's solution](#)

**203.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[tfg's solution](#)

**204.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[tfg's solution](#)

**205.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: brute force  
[tfg's solution](#)

**206.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[tfg's solution](#)

**207.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,645 global accepts · Rating: 800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: implementation, strings  
[tfg's solution](#)

**208.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: implementation  
[tfg's solution](#)

**209.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation  
[tfg's solution](#)

**210.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: implementation  
[tfg's solution](#)

**211.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,384 global accepts · Rating: 800 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[tfg's solution](#)

**212.**

1005A

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

Quality: 27,484 global accepts · Rating: 800 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**213.**

999A

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

Quality: 25,327 global accepts · Rating: 800 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**214.**

992A

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

Quality: 14,316 global accepts · Rating: 800 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: implementation, sortings

[tfg's solution](#)

**215.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,908 global accepts · Rating: 800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: greedy, strings

[tfg's solution](#)

**216.**

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**217.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,495 global accepts · Rating: 800 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**218.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,229 global accepts · Rating: 800 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**219.**

977A

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

Quality: 217,458 global accepts · Rating: 800 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**220.**

581A

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

Quality: 84,950 global accepts · Rating: 800 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: implementation, math

[tfg's solution](#)

**221.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: math

[tfg's solution](#)

**222.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,500 global accepts · Rating: 800 · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[tfg's solution](#)

**223.**

486A

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

Quality: 154,125 global accepts · Rating: 800 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: implementation, math

[tfg's solution](#)

**224.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,158 global accepts · Rating: 800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy

[tfg's solution](#)

**225.**

935A

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

Quality: 47,232 global accepts · Rating: 800 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**226.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: graphs

[tfg's solution](#)

**227.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**228.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**229.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[tfg's solution](#)

**230.**

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**231.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: math

[tfg's solution](#)

**232.**

899A

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

Quality: 11,096 global accepts · Rating: 800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[tfg's solution](#)

**233.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: geometry, implementation

[tfg's solution](#)

**234.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 800 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**235.**

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**236.**

855A

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

Quality: 27,337 global accepts · Rating: 800 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[tfg's solution](#)

**237.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**238.**

822A

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

Quality: 36,805 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[tfg's solution](#)

**239.**

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**240.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**241.**

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**242.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**243.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,865 global accepts · Rating: 800 · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**244.**

791A

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

Quality: 257,189 global accepts · Rating: 800 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**245.**

546A

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

Quality: 235,179 global accepts · Rating: 800 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[tfg's solution](#)

**246.**

785A

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

Quality: 110,940 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tfg's solution](#)

**247.**

782A

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

Rating: 800 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**248.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,748 global accepts · Rating: 800 · first AC: 2017-02-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**249.**

758A

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

Quality: 75,300 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: implementation, math

[tfg's solution](#)

**250.**

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[tfg's solution](#)

**251.**

750A

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

Quality: 92,548 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[tfg's solution](#)

**252.**

752A

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

Rating: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**253.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[tfg's solution](#)

**254.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, math

[tfg's solution](#)

**255.**

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, math

[tfg's solution](#)

**256.**

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**257.**

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: implementation, strings

[tfg's solution](#)

**258.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[tfg's solution](#)

**259.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,499 global accepts · Rating: 800 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation, strings

[tfg's solution](#)

**260.**

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2016-11-10 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation

[tfg's solution](#)

**261.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: math, number theory

[tfg's solution](#)

**262.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,828 global accepts · Rating: 800 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[tfg's solution](#)

**263.**

731A

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

Quality: 53,202 global accepts · Rating: 800 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: implementation, strings

[tfg's solution](#)

**264.**

723A

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

Quality: 100,705 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[tfg's solution](#)

**265.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[tfg's solution](#)

**266.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,412 global accepts · Rating: 800 · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tfg's solution](#)

**267.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,577 global accepts · Rating: 800 · first AC: 2016-09-16 · GNU C++ (first AC) · Tags: implementation  
[fkg's solution](#)

**268.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,787 global accepts · Rating: 800 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**269.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,064 global accepts · Rating: 800 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**270.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**271.**

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,973 global accepts · Rating: 900 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings  
[fkg's solution](#)

**272.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings  
[fkg's solution](#)

**273.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,850 global accepts · Rating: 900 · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: implementation, math  
[fkg's solution](#)

**274.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,051 global accepts · Rating: 900 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**275.**

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[fkg's solution](#)

**276.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[fkg's solution](#)

**277.**

2132B

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

Quality: 33,546 global accepts · Rating: 900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[fkg's solution](#)

**278.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,334 global accepts · Rating: 900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[fkg's solution](#)

**279.**

2140B

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

Quality: 22,130 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[fkg's solution](#)

**280.**

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,460 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[fkg's solution](#)

**281.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[fkg's solution](#)

**282.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,535 global accepts · Rating: 900 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[fkg's solution](#)

**283.**

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,487 global accepts · Rating: 900 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[fkg's solution](#)

**284.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[fkg's solution](#)

**285.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[fkg's solution](#)

**286.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,751 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[fkg's solution](#)

**287.**

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[fkg's solution](#)

**288.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[fkg's solution](#)

**289.**

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[fkg's solution](#)

**290.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,569 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fkg's solution](#)

**291.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[fkg's solution](#)

**292.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,795 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[fkg's solution](#)

**293.**

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[fkg's solution](#)

**294.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fkg's solution](#)

**295.**

1696B

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

Quality: 36,314 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fkg's solution](#)

**296.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[fkg's solution](#)

**297.**

1675B

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

Quality: 43,282 global accepts · Rating: 900 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[fkg's solution](#)

**298.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fkg's solution](#)

**299.**

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,130 global accepts · Rating: 900 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[fkg's solution](#)

### 300.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[fkg's solution](#)

### 301.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[fkg's solution](#)

### 302.

1543B

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

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[fkg's solution](#)

### 303.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,943 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[fkg's solution](#)

### 304.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[fkg's solution](#)

### 305.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,658 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[fkg's solution](#)

### 306.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[fkg's solution](#)

### 307.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[fkg's solution](#)

### 308.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[fkg's solution](#)

### 309.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[fkg's solution](#)

**310.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[fkg's solution](#)

**311.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games  
[fkg's solution](#)

**312.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math  
[fkg's solution](#)

**313.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[fkg's solution](#)

**314.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**315.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**316.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,695 global accepts · Rating: 900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**317.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,810 global accepts · Rating: 900 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**318.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings  
[fkg's solution](#)

**319.**

1107A

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

Quality: 12,772 global accepts · Rating: 900 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[fkg's solution](#)

**320.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**321.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[fkg's solution](#)

**322.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 900 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fkg's solution](#)

**323.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fkg's solution](#)

**324.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,860 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fkg's solution](#)

**325.**

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[fkg's solution](#)

**326.**

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fkg's solution](#)

**327.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 900 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fkg's solution](#)

**328.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · last AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[fkg's solution](#)

**329.**

1106C

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

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[fkg's solution](#)

**330.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fkg's solution](#)

**331.**

1093B

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

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[fkg's solution](#)

**332.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[fkg's solution](#)

**333.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: implementation, sortings  
[fkg's solution](#)

**334.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,384 global accepts · Rating: 900 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[fkg's solution](#)

**335.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 900 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**336.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**337.**

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**338.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[fkg's solution](#)

**339.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2018-05-13 · Java 8 (first AC) · Tags: brute force, implementation, sortings  
[fkg's solution](#)

**340.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation, math  
[fkg's solution](#)

**341.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,771 global accepts · Rating: 900 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**342.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**343.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: implementation  
[ffg's solution](#)

**344.**

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, math  
[ffg's solution](#)

**345.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,675 global accepts · Rating: 900 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: brute force, dp, implementation  
[ffg's solution](#)

**346.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[ffg's solution](#)

**347.**

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 900 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ffg's solution](#)

**348.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 900 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ffg's solution](#)

**349.**

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[ffg's solution](#)

**350.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 900 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ffg's solution](#)

**351.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,002 global accepts · Rating: 900 · first AC: 2017-05-18 · Java 8 (first AC) · Tags: implementation  
[ffg's solution](#)

**352.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ffg's solution](#)

**353.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,386 global accepts · Rating: 900 · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ffg's solution](#)

**354.**

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,489 global accepts · Rating: 900 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, strings  
[fkg's solution](#)

**355.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,973 global accepts · Rating: 900 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**356.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[fkg's solution](#)

**357.**

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[fkg's solution](#)

**358.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**359.**

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**360.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,416 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, greedy  
[fkg's solution](#)

**361.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**362.**

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**363.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**364.**

738A

[Interview with Oleg](#) · [Tutorial](#)

Rating: 900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**365.**

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**366.**

101911J

[Buying a TV Set](#) · [Tutorial](#)

Rating: 1000 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[fkg's solution](#)

**367.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings  
[fkg's solution](#)

**368.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory  
[fkg's solution](#)

**369.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,809 global accepts · Rating: 1000 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[fkg's solution](#)

**370.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms  
[fkg's solution](#)

**371.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,876 global accepts · Rating: 1000 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures  
[fkg's solution](#)

**372.**

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[fkg's solution](#)

**373.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,734 global accepts · Rating: 1000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
[fkg's solution](#)

**374.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,736 global accepts · Rating: 1000 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[fkg's solution](#)

**375.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,911 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[ffg's solution](#)

**376.**

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[ffg's solution](#)

**377.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[ffg's solution](#)

**378.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[ffg's solution](#)

**379.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,606 global accepts · Rating: 1000 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings  
[ffg's solution](#)

**380.**

2093C

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

Quality: 30,842 global accepts · Rating: 1000 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[ffg's solution](#)

**381.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[ffg's solution](#)

**382.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,831 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[ffg's solution](#)

**383.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,280 global accepts · Rating: 1000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings  
[ffg's solution](#)

**384.**

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[ffg's solution](#)

**385.**

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings  
[ffg's solution](#)

**386.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[fkg's solution](#)

**387.**

1975B

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

Quality: 21,068 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[fkg's solution](#)

**388.**

1876A

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

Quality: 34,911 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[fkg's solution](#)

**389.**

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[fkg's solution](#)

**390.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fkg's solution](#)

**391.**

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

[fkg's solution](#)

**392.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[fkg's solution](#)

**393.**

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

[fkg's solution](#)

**394.**

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[fkg's solution](#)

**395.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fkg's solution](#)

**396.**

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[fkg's solution](#)

**397.**

1761B

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

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[fkg's solution](#)

**398.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,909 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[fkg's solution](#)

**399.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fkg's solution](#)

**400.**

1620B

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

Quality: 31,470 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[fkg's solution](#)

**401.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[fkg's solution](#)

**402.**

1430C

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

Quality: 28,233 global accepts · Rating: 1000 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[fkg's solution](#)

**403.**

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[fkg's solution](#)

**404.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,134 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[fkg's solution](#)

**405.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[fkg's solution](#)

**406.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[fkg's solution](#)

**407.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[ffg's solution](#)

**408.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[ffg's solution](#)

**409.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[ffg's solution](#)

**410.**

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math  
[ffg's solution](#)

**411.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ffg's solution](#)

**412.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-04 · Scala (first AC) · Tags: math  
[ffg's solution](#)

**413.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ffg's solution](#)

**414.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · Scala (first AC) · Tags: dsu, math  
[ffg's solution](#)

**415.**

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ffg's solution](#)

**416.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ffg's solution](#)

**417.**

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ffg's solution](#)

**418.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fkg's solution](#)

**419.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,161 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[fkg's solution](#)

**420.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fkg's solution](#)

**421.**

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**422.**

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**423.**

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,281 global accepts · Rating: 1000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[fkg's solution](#)

**424.**

1151A

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

Quality: 11,856 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[fkg's solution](#)

**425.**

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[fkg's solution](#)

**426.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**427.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**428.**

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,698 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**429.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[fkg's solution](#)

**430.**

1111A

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

Quality: 18,094 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**431.**

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**432.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**433.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**434.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,685 global accepts · Rating: 1000 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation  
[fkg's solution](#)

**435.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**436.**

1073A

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

Quality: 17,053 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**437.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,069 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**438.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation  
[fkg's solution](#)

**439.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**440.**

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
[fkg's solution](#)

**441.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: math  
[fkg's solution](#)

**442.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math  
[fkg's solution](#)

**443.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: math  
[fkg's solution](#)

**444.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,821 global accepts · Rating: 1000 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers  
[fkg's solution](#)

**445.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation, math  
[fkg's solution](#)

**446.**

659A

[Round House](#) · [Tutorial](#)

Quality: 16,826 global accepts · Rating: 1000 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: implementation, math  
[fkg's solution](#)

**447.**

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —  
[fkg's solution](#)

**448.**

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: greedy  
[fkg's solution](#)

**449.**

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[fkg's solution](#)

**450.**

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**451.**

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[tfg's solution](#)

**452.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,553 global accepts · Rating: 1000 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: combinatorics, math  
[tfg's solution](#)

**453.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,272 global accepts · Rating: 1000 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: implementation  
[tfg's solution](#)

**454.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[tfg's solution](#)

**455.**

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,604 global accepts · Rating: 1000 · first AC: 2017-12-23 · Python 2 (first AC) · Tags: math  
[tfg's solution](#)

**456.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math  
[tfg's solution](#)

**457.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[tfg's solution](#)

**458.**

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[tfg's solution](#)

**459.**

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[tfg's solution](#)

**460.**

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,850 global accepts · Rating: 1000 · first AC: 2017-04-21 · Java 8 (first AC) · Tags: brute force, constructive algorithms, strings  
[tfg's solution](#)

**461.**

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[tfg's solution](#)

**462.**

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[fkg's solution](#)

**463.**

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[fkg's solution](#)

**464.**

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[fkg's solution](#)

**465.**

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,136 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[fkg's solution](#)

**466.**

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,819 global accepts · Rating: 1000 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: implementation

[fkg's solution](#)

**467.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,978 global accepts · Rating: 1000 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[fkg's solution](#)

**468.**

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1000 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math

[fkg's solution](#)

**469.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: implementation

[fkg's solution](#)

**470.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[fkg's solution](#)

**471.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,768 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: dp, greedy

[fkg's solution](#)

**472.**

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,832 global accepts · Rating: 1000 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: implementation

[ffg's solution](#)

**473.**

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: implementation

[ffg's solution](#)

**474.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,613 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ffg's solution](#)

**475.**

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,677 global accepts · Rating: 1100 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers

[ffg's solution](#)

**476.**

2183B

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

Quality: 16,171 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[ffg's solution](#)

**477.**

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1100 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[ffg's solution](#)

**478.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[ffg's solution](#)

**479.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,322 global accepts · Rating: 1100 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ffg's solution](#)

**480.**

2160B

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

Quality: 17,760 global accepts · Rating: 1100 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ffg's solution](#)

**481.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,987 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[ffg's solution](#)

**482.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[tfg's solution](#)

**483.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tfg's solution](#)

**484.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,908 global accepts · Rating: 1100 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[tfg's solution](#)

**485.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tfg's solution](#)

**486.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[tfg's solution](#)

**487.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,801 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[tfg's solution](#)

**488.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,386 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[tfg's solution](#)

**489.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[tfg's solution](#)

**490.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[tfg's solution](#)

**491.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[tfg's solution](#)

**492.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,858 global accepts · Rating: 1100 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[tfg's solution](#)

**493.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[fkg's solution](#)

**494.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy  
[fkg's solution](#)

**495.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[fkg's solution](#)

**496.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[fkg's solution](#)

**497.**

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[fkg's solution](#)

**498.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · Go (first AC) · Tags: brute force, games, greedy  
[fkg's solution](#)

**499.**

1991B

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

Quality: 18,902 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[fkg's solution](#)

**500.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[fkg's solution](#)

**501.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**502.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[fkg's solution](#)

**503.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**504.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[fkg's solution](#)

**505.**

1842B

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

Quality: 25,533 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[fkg's solution](#)

**506.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,802 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[fkg's solution](#)

**507.**

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[fkg's solution](#)

**508.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[fkg's solution](#)

**509.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[fkg's solution](#)

**510.**

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[fkg's solution](#)

**511.**

519B

[A and B and Compilation Errors](#) · [Tutorial](#)

Quality: 43,709 global accepts · Rating: 1100 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings  
[fkg's solution](#)

**512.**

1609B

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

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

**513.**

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry  
[fkg's solution](#)

**514.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math  
[fkg's solution](#)

**515.**

1566D1

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

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

**516.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,377 global accepts · Rating: 1100 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, strings  
[fkg's solution](#)

**517.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[fkg's solution](#)

**518.**

1511C

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

Quality: 32,806 global accepts · Rating: 1100 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees  
[fkg's solution](#)

**519.**

1534B

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

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

**520.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[fkg's solution](#)

**521.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[fkg's solution](#)

**522.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,444 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math  
[fkg's solution](#)

**523.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy,

strings

[fkg's solution](#)

**524.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[fkg's solution](#)

**525.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[fkg's solution](#)

**526.**

1366A

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

Quality: 32,996 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[fkg's solution](#)

**527.**

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[fkg's solution](#)

**528.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[fkg's solution](#)

**529.**

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[fkg's solution](#)

**530.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[fkg's solution](#)

**531.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[fkg's solution](#)

**532.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[fkg's solution](#)

**533.**

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2019-10-13 · Scala (first AC) · Tags: brute force, implementation

[fkg's solution](#)

**534.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[fkg's solution](#)

**535.**

618B

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

Quality: 8,323 global accepts · Rating: 1100 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[fkg's solution](#)

**536.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[fkg's solution](#)

**537.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[fkg's solution](#)

**538.**

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[fkg's solution](#)

**539.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**540.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**541.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**542.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**543.**

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**544.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**545.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**546.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,427 global accepts · Rating: 1100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**547.**

1033B

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

Quality: 11,953 global accepts · Rating: 1100 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: math, number theory  
[fkg's solution](#)

**548.**

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy  
[fkg's solution](#)

**549.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**550.**

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,717 global accepts · Rating: 1100 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[fkg's solution](#)

**551.**

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 1100 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: greedy  
[fkg's solution](#)

**552.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: sortings, strings  
[fkg's solution](#)

**553.**

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: brute force  
[fkg's solution](#)

**554.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: data structures, implementation  
[fkg's solution](#)

**555.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2018-05-28 · Java 8 (first AC) · Tags: implementation  
[fkg's solution](#)

**556.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**557.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,646 global accepts · Rating: 1100 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: implementation, math  
[fkg's solution](#)

**558.**

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**559.**

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**560.**

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[fkg's solution](#)

**561.**

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: math, number theory  
[fkg's solution](#)

**562.**

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: brute force, greedy  
[fkg's solution](#)

**563.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-01-31 · last AC: 2018-02-01 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, number theory  
[fkg's solution](#)

**564.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2018-01-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[fkg's solution](#)

**565.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**566.**

624B

[Making a String](#) · [Tutorial](#)

Quality: 8,398 global accepts · Rating: 1100 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: greedy, sortings  
[fkg's solution](#)

**567.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**568.**

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**569.**

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: greedy, math  
[fkg's solution](#)

**570.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
[fkg's solution](#)

**571.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[fkg's solution](#)

**572.**

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**573.**

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**574.**

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2017-05-30 · Java 8 (first AC) · Tags: brute force, implementation, sortings  
[fkg's solution](#)

**575.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**576.**

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation  
[fkg's solution](#)

**577.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[fkg's solution](#)

**578.**

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[fkg's solution](#)

**579.**

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**580.**

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[fkg's solution](#)

**581.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[fkg's solution](#)

**582.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[fkg's solution](#)

**583.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings  
[fkg's solution](#)

**584.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math  
[fkg's solution](#)

**585.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory  
[fkg's solution](#)

**586.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings  
[fkg's solution](#)

**587.**

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**588.**

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1100 · first AC: 2016-12-07 · GNU C++11 (first AC) · Tags: greedy  
[fkg's solution](#)

**589.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2016-12-02 · GNU C++11 (first AC) · Tags: implementation, math, sortings, strings  
[ffg's solution](#)

**590.**

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings  
[ffg's solution](#)

**591.**

667B

[Coat of Anticubism](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry  
[ffg's solution](#)

**592.**

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: geometry, math  
[ffg's solution](#)

**593.**

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,338 global accepts · Rating: 1100 · first AC: 2016-11-10 · GNU C++11 (first AC) · Tags: brute force  
[ffg's solution](#)

**594.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: math  
[ffg's solution](#)

**595.**

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[ffg's solution](#)

**596.**

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings  
[ffg's solution](#)

**597.**

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2016-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings  
[ffg's solution](#)

**598.**

682A

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

Quality: 23,993 global accepts · Rating: 1100 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory  
[ffg's solution](#)

**599.**

714A

[Meeting of Old Friends](#) · [Tutorial](#)

Quality: 11,144 global accepts · Rating: 1100 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, math

[tfg's solution](#)

**600.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1100 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[tfg's solution](#)

**601.**

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tfg's solution](#)

**602.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[tfg's solution](#)

**603.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[tfg's solution](#)

**604.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[tfg's solution](#)

**605.**

2174A

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

Quality: 14,293 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[tfg's solution](#)

**606.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · PyPy 3-64 (first AC) · Tags: greedy, math

[tfg's solution](#)

**607.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[tfg's solution](#)

**608.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tfg's solution](#)

**609.**

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-10-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**610.**

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[fkg's solution](#)

**611.**

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[fkg's solution](#)

**612.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[fkg's solution](#)

**613.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,303 global accepts · Rating: 1200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[fkg's solution](#)

**614.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,061 global accepts · Rating: 1200 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[fkg's solution](#)

**615.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[fkg's solution](#)

**616.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,544 global accepts · Rating: 1200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[fkg's solution](#)

**617.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,677 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[fkg's solution](#)

**618.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,868 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[fkg's solution](#)

**619.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,564 global accepts · Rating: 1200 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[fkg's solution](#)

**620.**

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[fkg's solution](#)

**621.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[fkg's solution](#)

**622.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,573 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[fkg's solution](#)

**623.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[fkg's solution](#)

**624.**

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[fkg's solution](#)

**625.**

2053B

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

Quality: 16,976 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

[fkg's solution](#)

**626.**

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[fkg's solution](#)

**627.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[fkg's solution](#)

**628.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fkg's solution](#)

**629.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[fkg's solution](#)

**630.**

1975C

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

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[fkg's solution](#)

**631.**

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  
[fkg's solution](#)

**632.**

1909B

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

Quality: 30,954 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[fkg's solution](#)

**633.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[fkg's solution](#)

**634.**

1834C

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

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings  
[fkg's solution](#)

**635.**

1799B

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

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[fkg's solution](#)

**636.**

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[fkg's solution](#)

**637.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,789 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[fkg's solution](#)

**638.**

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[fkg's solution](#)

**639.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[fkg's solution](#)

**640.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[tfg's solution](#)

**641.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tfg's solution](#)

**642.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,423 global accepts · Rating: 1200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[tfg's solution](#)

**643.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,333 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[tfg's solution](#)

**644.**

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[tfg's solution](#)

**645.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tfg's solution](#)

**646.**

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**647.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,350 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[tfg's solution](#)

**648.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tfg's solution](#)

**649.**

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[tfg's solution](#)

**650.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,234 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**651.**

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tfg's solution](#)

**652.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[tfg's solution](#)

**653.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[tfg's solution](#)

**654.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[tfg's solution](#)

**655.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[tfg's solution](#)

**656.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[tfg's solution](#)

**657.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,331 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[tfg's solution](#)

**658.**

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,230 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[tfg's solution](#)

**659.**

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[tfg's solution](#)

**660.**

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tfg's solution](#)

**661.**

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[fkg's solution](#)

**662.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[fkg's solution](#)

**663.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers

[fkg's solution](#)

**664.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[fkg's solution](#)

**665.**

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[fkg's solution](#)

**666.**

1305B

[Kuron and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[fkg's solution](#)

**667.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[fkg's solution](#)

**668.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[fkg's solution](#)

**669.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[fkg's solution](#)

**670.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[fkg's solution](#)

**671.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,737 global accepts · Rating: 1200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation  
[fkg's solution](#)

**672.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation  
[fkg's solution](#)

**673.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,673 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[fkg's solution](#)

**674.**

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[fkg's solution](#)

**675.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**676.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,405 global accepts · Rating: 1200 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[fkg's solution](#)

**677.**

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[fkg's solution](#)

**678.**

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fkg's solution](#)

**679.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[fkg's solution](#)

**680.**

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[fkg's solution](#)

**681.**

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[tfg's solution](#)

**682.**

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tfg's solution](#)

**683.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[tfg's solution](#)

**684.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,105 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[tfg's solution](#)

**685.**

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tfg's solution](#)

**686.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[tfg's solution](#)

**687.**

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**688.**

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[tfg's solution](#)

**689.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,945 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[tfg's solution](#)

**690.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[tfg's solution](#)

**691.**

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[tfg's solution](#)

**692.**

1076B

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

Quality: 14,585 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[fkg's solution](#)

**693.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**694.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[fkg's solution](#)

**695.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**696.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, math  
[fkg's solution](#)

**697.**

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[fkg's solution](#)

**698.**

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy  
[fkg's solution](#)

**699.**

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[fkg's solution](#)

**700.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math  
[fkg's solution](#)

**701.**

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2018-06-25 · GNU C++11 (first AC) · Tags: greedy, sortings  
[fkg's solution](#)

**702.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**703.**

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[tfg's solution](#)

**704.**

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[tfg's solution](#)

**705.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: greedy, implementation

[tfg's solution](#)

**706.**

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tfg's solution](#)

**707.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[tfg's solution](#)

**708.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: sortings

[tfg's solution](#)

**709.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force

[tfg's solution](#)

**710.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**711.**

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,259 global accepts · Rating: 1200 · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[tfg's solution](#)

**712.**

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math, strings

[tfg's solution](#)

**713.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,017 global accepts · Rating: 1200 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**714.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: implementation, trees

[tfg's solution](#)

**715.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**716.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2017-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[tfg's solution](#)

**717.**

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**718.**

445A

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

Quality: 33,665 global accepts · Rating: 1200 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[tfg's solution](#)

**719.**

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**720.**

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1200 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[tfg's solution](#)

**721.**

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[tfg's solution](#)

**722.**

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tfg's solution](#)

**723.**

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**724.**

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[tfg's solution](#)

**725.**

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,269 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[tfg's solution](#)

**726.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[tfg's solution](#)

**727.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**728.**

546B

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

Quality: 18,607 global accepts · Rating: 1200 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[tfg's solution](#)

**729.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1200 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[tfg's solution](#)

**730.**

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[tfg's solution](#)

**731.**

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[tfg's solution](#)

**732.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[tfg's solution](#)

**733.**

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[tfg's solution](#)

**734.**

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,933 global accepts · Rating: 1200 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[tfg's solution](#)

**735.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[tfg's solution](#)

**736.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[fkg's solution](#)

**737.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[fkg's solution](#)

**738.**

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[fkg's solution](#)

**739.**

631B

[Print Check](#) · [Tutorial](#)

Quality: 7,871 global accepts · Rating: 1200 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[fkg's solution](#)

**740.**

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[fkg's solution](#)

**741.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1200 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[fkg's solution](#)

**742.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: data structures, math

[fkg's solution](#)

**743.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[fkg's solution](#)

**744.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-09-15 · GNU C++11 (first AC) · Tags: sortings

[fkg's solution](#)

**745.**

714B

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

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++11 (first AC) · Tags: implementation, sortings

[fkg's solution](#)

**746.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

greedy, two pointers

[tfg's solution](#)

**747.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,510 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tfg's solution](#)

**748.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[tfg's solution](#)

**749.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[tfg's solution](#)

**750.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,106 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[tfg's solution](#)

**751.**

2172M

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

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[tfg's solution](#)

**752.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[tfg's solution](#)

**753.**

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-10-15 · PyPy 3-64 (first AC) · Tags: bitmasks, data structures, greedy, math

[tfg's solution](#)

**754.**

2160C

[Reverse XOR](#) · [Tutorial](#)

Quality: 15,157 global accepts · Rating: 1300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[tfg's solution](#)

**755.**

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[tfg's solution](#)

**756.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing,

implementation

[fg's solution](#)

**757.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,300 global accepts · Rating: 1300 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[fg's solution](#)

**758.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[fg's solution](#)

**759.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[fg's solution](#)

**760.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[fg's solution](#)

**761.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[fg's solution](#)

**762.**

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fg's solution](#)

**763.**

1676G

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

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2025-06-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[fg's solution](#)

**764.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[fg's solution](#)

**765.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[fg's solution](#)

**766.**

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy

[tfg's solution](#)

**767.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[tfg's solution](#)

**768.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[tfg's solution](#)

**769.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[tfg's solution](#)

**770.**

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**771.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[tfg's solution](#)

**772.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[tfg's solution](#)

**773.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tfg's solution](#)

**774.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tfg's solution](#)

**775.**

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[tfg's solution](#)

**776.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[fkg's solution](#)

**777.**

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

[fkg's solution](#)

**778.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[fkg's solution](#)

**779.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[fkg's solution](#)

**780.**

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[fkg's solution](#)

**781.**

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fkg's solution](#)

**782.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[fkg's solution](#)

**783.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[fkg's solution](#)

**784.**

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[fkg's solution](#)

**785.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fkg's solution](#)

**786.**

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fkg's solution](#)

**787.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[fkg's solution](#)

**788.**

1647C

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

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[fkg's solution](#)

**789.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[fkg's solution](#)

**790.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[fkg's solution](#)

**791.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[fkg's solution](#)

**792.**

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[fkg's solution](#)

**793.**

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[fkg's solution](#)

**794.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[fkg's solution](#)

**795.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[fkg's solution](#)

**796.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,195 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[fkg's solution](#)

**797.**

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[fkg's solution](#)

**798.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[fkg's solution](#)

**799.**

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math  
[fkg's solution](#)

**800.**

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings  
[fkg's solution](#)

**801.**

1470A

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

Quality: 29,384 global accepts · Rating: 1300 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[fkg's solution](#)

**802.**

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,384 global accepts · Rating: 1300 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[fkg's solution](#)

**803.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[fkg's solution](#)

**804.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[fkg's solution](#)

**805.**

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[fkg's solution](#)

**806.**

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings  
[fkg's solution](#)

**807.**

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[ffg's solution](#)

**808.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[ffg's solution](#)

**809.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ffg's solution](#)

**810.**

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ffg's solution](#)

**811.**

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,175 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers  
[ffg's solution](#)

**812.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,951 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers  
[ffg's solution](#)

**813.**

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[ffg's solution](#)

**814.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[ffg's solution](#)

**815.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[ffg's solution](#)

**816.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[ffg's solution](#)

**817.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,415 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[ffg's solution](#)

**818.**

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fkg's solution](#)

**819.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · Scala (first AC) · Tags: brute force, greedy, implementation

[fkg's solution](#)

**820.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2019-10-22 · Scala (first AC) · Tags: dfs and similar, dsu, math

[fkg's solution](#)

**821.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[fkg's solution](#)

**822.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[fkg's solution](#)

**823.**

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fkg's solution](#)

**824.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[fkg's solution](#)

**825.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[fkg's solution](#)

**826.**

1220C

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

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[fkg's solution](#)

**827.**

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[fkg's solution](#)

**828.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[fkg's solution](#)

**829.**

889A

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

Rating: 1300 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[fkg's solution](#)

**830.**

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,117 global accepts · Rating: 1300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[fkg's solution](#)

**831.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fkg's solution](#)

**832.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[fkg's solution](#)

**833.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings

[fkg's solution](#)

**834.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1300 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[fkg's solution](#)

**835.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,398 global accepts · Rating: 1300 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fkg's solution](#)

**836.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fkg's solution](#)

**837.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fkg's solution](#)

**838.**

1119B

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

Quality: 16,367 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[fkg's solution](#)

**839.**

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[fkg's solution](#)

**840.**

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**841.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings  
[fkg's solution](#)

**842.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**843.**

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**844.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[fkg's solution](#)

**845.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**846.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[fkg's solution](#)

**847.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**848.**

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[fkg's solution](#)

**849.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[fkg's solution](#)

**850.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**851.**

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 1300 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[fkg's solution](#)

**852.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: brute force, implementation

[fkg's solution](#)

**853.**

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1300 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: greedy, sortings

[fkg's solution](#)

**854.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[fkg's solution](#)

**855.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: greedy

[fkg's solution](#)

**856.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[fkg's solution](#)

**857.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: implementation, strings

[fkg's solution](#)

**858.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[fkg's solution](#)

**859.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[fkg's solution](#)

**860.**

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fkg's solution](#)

**861.**

659B

[Qualifying Contest](#) · [Tutorial](#)

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[tfg's solution](#)

**862.**

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,987 global accepts · Rating: 1300 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: greedy, math, strings

[tfg's solution](#)

**863.**

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**864.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 1300 · first AC: 2018-05-28 · Java 8 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[tfg's solution](#)

**865.**

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[tfg's solution](#)

**866.**

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[tfg's solution](#)

**867.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**868.**

871A

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

Rating: 1300 · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[tfg's solution](#)

**869.**

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[tfg's solution](#)

**870.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation

[tfg's solution](#)

**871.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, strings

[tfg's solution](#)

**872.**

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,333 global accepts · Rating: 1300 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tfg's solution](#)

**873.**

932B

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

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar

[tfg's solution](#)

**874.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**875.**

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force

[tfg's solution](#)

**876.**

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**877.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**878.**

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[tfg's solution](#)

**879.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,376 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[tfg's solution](#)

**880.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[tfg's solution](#)

**881.**

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**882.**

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 1300 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**883.**

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[tfg's solution](#)

**884.**

814B

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

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**885.**

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 1300 · first AC: 2017-05-30 · Java 8 (first AC) · Tags: implementation

[tfg's solution](#)

**886.**

808B

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

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-18 · Java 8 (first AC) · Tags: data structures, implementation, math

[tfg's solution](#)

**887.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-21 · Java 8 (first AC) · Tags: brute force, dp, strings

[tfg's solution](#)

**888.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[tfg's solution](#)

**889.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · Java 8 (first AC) · Tags: implementation

[tfg's solution](#)

**890.**

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**891.**

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[tfg's solution](#)

**892.**

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[tfg's solution](#)

**893.**

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[tfg's solution](#)

**894.**

437A

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

Quality: 9,360 global accepts · Rating: 1300 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**895.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation

[tfg's solution](#)

**896.**

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**897.**

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · GNU C++11 (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**898.**

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tfg's solution](#)

**899.**

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tfg's solution](#)

**900.**

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2016-09-20 · last AC: 2016-09-20 · GNU C++11 (first AC) · Tags: greedy, two pointers

[tfg's solution](#)

**901.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-09-12 · GNU C++11 (first AC) · Tags: graphs

[tfg's solution](#)

**902.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[tfg's solution](#)

**903.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tfg's solution](#)

**904.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[tfg's solution](#)

**905.**

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1400 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[fkg's solution](#)

**906.**

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[fkg's solution](#)

**907.**

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1400 · first AC: 2025-10-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[fkg's solution](#)

**908.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,903 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[fkg's solution](#)

**909.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,005 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[fkg's solution](#)

**910.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[fkg's solution](#)

**911.**

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[fkg's solution](#)

**912.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, interactive

[fkg's solution](#)

**913.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[fkg's solution](#)

**914.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[fkg's solution](#)

**915.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[tfg's solution](#)

**916.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[tfg's solution](#)

**917.**

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tfg's solution](#)

**918.**

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[tfg's solution](#)

**919.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[tfg's solution](#)

**920.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[tfg's solution](#)

**921.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,243 global accepts · Rating: 1400 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[tfg's solution](#)

**922.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[tfg's solution](#)

**923.**

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[tfg's solution](#)

**924.**

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[tfg's solution](#)

**925.**

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,705 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings  
[fkg's solution](#)

**926.**

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  
[fkg's solution](#)

**927.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

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  
[fkg's solution](#)

**928.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[fkg's solution](#)

**929.**

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation  
[fkg's solution](#)

**930.**

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[fkg's solution](#)

**931.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[fkg's solution](#)

**932.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[fkg's solution](#)

**933.**

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  
[fkg's solution](#)

**934.**

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy  
[fkg's solution](#)

**935.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[fkg's solution](#)

**936.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fkg's solution](#)

**937.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[fkg's solution](#)

**938.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[fkg's solution](#)

**939.**

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[fkg's solution](#)

**940.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[fkg's solution](#)

**941.**

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,222 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[fkg's solution](#)

**942.**

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[fkg's solution](#)

**943.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,731 global accepts · Rating: 1400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[fkg's solution](#)

**944.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[fkg's solution](#)

**945.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tfg's solution](#)

**946.**

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[tfg's solution](#)

**947.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[tfg's solution](#)

**948.**

480A

[Exams](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[tfg's solution](#)

**949.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[tfg's solution](#)

**950.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[tfg's solution](#)

**951.**

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[tfg's solution](#)

**952.**

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tfg's solution](#)

**953.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[tfg's solution](#)

**954.**

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[tfg's solution](#)

**955.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers  
[fkg's solution](#)

**956.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,138 global accepts · Rating: 1400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: games, math, number theory  
[fkg's solution](#)

**957.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[fkg's solution](#)

**958.**

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**959.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,455 global accepts · Rating: 1400 · first AC: 2020-05-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory  
[fkg's solution](#)

**960.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search  
[fkg's solution](#)

**961.**

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[fkg's solution](#)

**962.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings  
[fkg's solution](#)

**963.**

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings  
[fkg's solution](#)

**964.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings  
[fkg's solution](#)

**965.**

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[fkg's solution](#)

**966.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[fkg's solution](#)

**967.**

1279C

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

Quality: 12,435 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[fkg's solution](#)

**968.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[fkg's solution](#)

**969.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[fkg's solution](#)

**970.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[fkg's solution](#)

**971.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory  
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**972.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**973.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**974.**

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**975.**

1250A

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Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**976.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2019-10-14 · Scala (first AC) · Tags: data structures, implementation  
[ffg's solution](#)

**977.**

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[ffg's solution](#)

**978.**

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
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**979.**

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ffg's solution](#)

**980.**

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ffg's solution](#)

**981.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,229 global accepts · Rating: 1400 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[ffg's solution](#)

**982.**

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings  
[ffg's solution](#)

**983.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · last AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math  
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**984.**

1167C

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

Quality: 25,997 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[ffg's solution](#)

**985.**

1156A

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Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
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**986.**

1154C

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Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**987.**

1144D

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Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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**988.**

1131B

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Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**989.**

1110B

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Quality: 16,582 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
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**990.**

1097C

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Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**991.**

286A

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Quality: 3,450 global accepts · Rating: 1400 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[tfg's solution](#)

**992.**

1091C

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Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**993.**

1095C

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Quality: 19,586 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[tfg's solution](#)

**994.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[tfg's solution](#)

**995.**

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,940 global accepts · Rating: 1400 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[tfg's solution](#)

**996.**

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: shortest paths  
[tfg's solution](#)

**997.**

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1400 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory  
[fkg's solution](#)

**998.**

1066C

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Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**999.**

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math  
[fkg's solution](#)

**1000.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**1001.**

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[fkg's solution](#)

**1002.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[fkg's solution](#)

**1003.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: combinatorics, math  
[fkg's solution](#)

**1004.**

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: implementation, sortings  
[fkg's solution](#)

**1005.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees  
[fkg's solution](#)

**1006.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, math, sortings  
[fkg's solution](#)

**1007.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: binary search  
[fkg's solution](#)

**1008.**

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[tfg's solution](#)

**1009.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,176 global accepts · Rating: 1400 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory

[tfg's solution](#)

**1010.**

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: expression parsing, math

[tfg's solution](#)

**1011.**

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**1012.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 1400 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**1013.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[tfg's solution](#)

**1014.**

548B

[Mike and Fun](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: 1400 · first AC: 2018-01-21 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[tfg's solution](#)

**1015.**

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy

[tfg's solution](#)

**1016.**

602B

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

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers

[tfg's solution](#)

**1017.**

445B

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

Quality: 14,758 global accepts · Rating: 1400 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy

[tfg's solution](#)

**1018.**

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tfg's solution](#)

**1019.**

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[tfg's solution](#)

**1020.**

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[tfg's solution](#)

**1021.**

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-18 · Java 8 (first AC) · Tags: constructive algorithms, greedy, sortings

[tfg's solution](#)

**1022.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math

[tfg's solution](#)

**1023.**

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,358 global accepts · Rating: 1400 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**1024.**

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[tfg's solution](#)

**1025.**

546C

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

Quality: 19,431 global accepts · Rating: 1400 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games

[tfg's solution](#)

**1026.**

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[tfg's solution](#)

**1027.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1400 · first AC: 2017-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[tfg's solution](#)

**1028.**

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[tfg's solution](#)

**1029.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings

[tfg's solution](#)

**1030.**

315A

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

Quality: 12,293 global accepts · Rating: 1400 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: brute force  
[ffg's solution](#)

**1031.**

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, shortest paths  
[ffg's solution](#)

**1032.**

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation  
[ffg's solution](#)

**1033.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math  
[ffg's solution](#)

**1034.**

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: implementation  
[ffg's solution](#)

**1035.**

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: brute force, dp  
[ffg's solution](#)

**1036.**

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1400 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: greedy  
[ffg's solution](#)

**1037.**

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,056 global accepts · Rating: 1400 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: implementation, math  
[ffg's solution](#)

**1038.**

714C

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

Rating: 1400 · first AC: 2016-09-16 · last AC: 2016-09-16 · GNU C++11 (first AC) · Tags: data structures, implementation  
[ffg's solution](#)

**1039.**

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1500 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[ffg's solution](#)

**1040.**

2183D1

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

Quality: 8,851 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

[tfg's solution](#)

**1041.**

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

[tfg's solution](#)

**1042.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[tfg's solution](#)

**1043.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,771 global accepts · Rating: 1500 · first AC: 2025-10-14 · Python 3 (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[tfg's solution](#)

**1044.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[tfg's solution](#)

**1045.**

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-09-25 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[tfg's solution](#)

**1046.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[tfg's solution](#)

**1047.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,369 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[tfg's solution](#)

**1048.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[tfg's solution](#)

**1049.**

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[tfg's solution](#)

**1050.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[fkg's solution](#)

**1051.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[fkg's solution](#)

**1052.**

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[fkg's solution](#)

**1053.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[fkg's solution](#)

**1054.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[fkg's solution](#)

**1055.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · last AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[fkg's solution](#)

**1056.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,824 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[fkg's solution](#)

**1057.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[fkg's solution](#)

**1058.**

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[fkg's solution](#)

**1059.**

2069C

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

Quality: 14,819 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[tfg's solution](#)

### 1060.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tfg's solution](#)

### 1061.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tfg's solution](#)

### 1062.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[tfg's solution](#)

### 1063.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[tfg's solution](#)

### 1064.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[tfg's solution](#)

### 1065.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[tfg's solution](#)

### 1066.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[tfg's solution](#)

### 1067.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tfg's solution](#)

### 1068.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tfg's solution](#)

### 1069.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tfg's solution](#)

**1070.**

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math  
[fkg's solution](#)

**1071.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[fkg's solution](#)

**1072.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1500 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[fkg's solution](#)

**1073.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings  
[fkg's solution](#)

**1074.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math  
[fkg's solution](#)

**1075.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[fkg's solution](#)

**1076.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math  
[fkg's solution](#)

**1077.**

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation  
[fkg's solution](#)

**1078.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[fkg's solution](#)

**1079.**

1526C1

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

Quality: 27,187 global accepts · Rating: 1500 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy  
[fkg's solution](#)

**1080.**

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation, sortings, two pointers

[tfg's solution](#)

**1081.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[tfg's solution](#)

**1082.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[tfg's solution](#)

**1083.**

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**1084.**

1391C

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

Quality: 16,026 global accepts · Rating: 1500 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math

[tfg's solution](#)

**1085.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**1086.**

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**1087.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[tfg's solution](#)

**1088.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[tfg's solution](#)

**1089.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[tfg's solution](#)

**1090.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ffg's solution](#)

**1091.**

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[ffg's solution](#)

**1092.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-20 · last AC: 2020-07-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[ffg's solution](#)

**1093.**

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[ffg's solution](#)

**1094.**

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ffg's solution](#)

**1095.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ffg's solution](#)

**1096.**

1368B

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

Quality: 21,426 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[ffg's solution](#)

**1097.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ffg's solution](#)

**1098.**

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ffg's solution](#)

**1099.**

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[ffg's solution](#)

**1100.**

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,803 global accepts · Rating: 1500 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[fkg's solution](#)**1101.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[fkg's solution](#)**1102.**

1325C

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

Quality: 17,155 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[fkg's solution](#)**1103.**

1323B

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

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[fkg's solution](#)**1104.**

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[fkg's solution](#)**1105.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fkg's solution](#)**1106.**

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[fkg's solution](#)**1107.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[fkg's solution](#)**1108.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[fkg's solution](#)**1109.**

520C

[DNA Alignment](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[fkg's solution](#)

**1110.**

288B

[Polo the Penguin and Houses](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[fg's solution](#)

**1111.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[fg's solution](#)

**1112.**

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[fg's solution](#)

**1113.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,285 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[fg's solution](#)

**1114.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,004 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[fg's solution](#)

**1115.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,302 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[fg's solution](#)

**1116.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[fg's solution](#)

**1117.**

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fg's solution](#)

**1118.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fg's solution](#)

**1119.**

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[fg's solution](#)

**1120.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · Scala (first AC) · Tags: greedy

[fg's solution](#)

**1121.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[fkg's solution](#)

**1122.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[fkg's solution](#)

**1123.**

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · Scala (first AC) · Tags: binary search, greedy, math, meet-in-the-middle  
[fkg's solution](#)

**1124.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[fkg's solution](#)

**1125.**

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[fkg's solution](#)

**1126.**

204B

[Little Elephant and Cards](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[fkg's solution](#)

**1127.**

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp  
[fkg's solution](#)

**1128.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[fkg's solution](#)

**1129.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[fkg's solution](#)

**1130.**

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[fkg's solution](#)

**1131.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**1132.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[tfg's solution](#)

**1133.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tfg's solution](#)

**1134.**

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[tfg's solution](#)

**1135.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,464 global accepts · Rating: 1500 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tfg's solution](#)

**1136.**

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tfg's solution](#)

**1137.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,732 global accepts · Rating: 1500 · first AC: 2019-05-26 · PyPy 2 (first AC) · Tags: graphs, implementation

[tfg's solution](#)

**1138.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · last AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tfg's solution](#)

**1139.**

1159C

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

Rating: 1500 · first AC: 2019-05-12 · PyPy 2 (first AC) · Tags: greedy, implementation, math

[tfg's solution](#)

**1140.**

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[tfg's solution](#)

**1141.**

1163B1

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

Quality: 7,330 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[tfg's solution](#)

**1142.**

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[fkg's solution](#)

**1143.**

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fkg's solution](#)

**1144.**

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fkg's solution](#)

**1145.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,656 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[fkg's solution](#)

**1146.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fkg's solution](#)

**1147.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[fkg's solution](#)

**1148.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[fkg's solution](#)

**1149.**

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[fkg's solution](#)

**1150.**

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[fkg's solution](#)

**1151.**

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[fkg's solution](#)

**1152.**

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[fkg's solution](#)

**1153.**

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**1154.**

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[fkg's solution](#)

**1155.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[fkg's solution](#)

**1156.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[fkg's solution](#)

**1157.**

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**1158.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[fkg's solution](#)

**1159.**

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[fkg's solution](#)

**1160.**

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**1161.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**1162.**

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[ffg's solution](#)

**1163.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[ffg's solution](#)

**1164.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[ffg's solution](#)

**1165.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[ffg's solution](#)

**1166.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: greedy

[ffg's solution](#)

**1167.**

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[ffg's solution](#)

**1168.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[ffg's solution](#)

**1169.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math, sortings

[ffg's solution](#)

**1170.**

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, math

[ffg's solution](#)

**1171.**

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[ffg's solution](#)

**1172.**

148B

[Escape](#) · [Tutorial](#)

Quality: 6,015 global accepts · Rating: 1500 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: implementation, math

[ffg's solution](#)

**1173.**

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[tfg's solution](#)

**1174.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[tfg's solution](#)

**1175.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[tfg's solution](#)

**1176.**

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[tfg's solution](#)

**1177.**

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**1178.**

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,709 global accepts · Rating: 1500 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[tfg's solution](#)

**1179.**

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**1180.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,852 global accepts · Rating: 1500 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tfg's solution](#)

**1181.**

332B

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

Quality: 8,710 global accepts · Rating: 1500 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation

[tfg's solution](#)

**1182.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,612 global accepts · Rating: 1500 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[tfg's solution](#)

**1183.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,637 global accepts · Rating: 1500 · first AC: 2018-04-30 · last AC: 2018-05-01 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[tfg's solution](#)

**1184.**

414A

[Mashmokh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory  
[fkg's solution](#)

**1185.**

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**1186.**

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[fkg's solution](#)

**1187.**

355C

[Vasya and Robot](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: brute force, dp  
[fkg's solution](#)

**1188.**

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[fkg's solution](#)

**1189.**

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: data structures, implementation  
[fkg's solution](#)

**1190.**

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy  
[fkg's solution](#)

**1191.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1500 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: math, number theory  
[fkg's solution](#)

**1192.**

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math  
[fkg's solution](#)

**1193.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1500 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: combinatorics  
[fkg's solution](#)

**1194.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,920 global accepts · Rating: 1500 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers  
[fkg's solution](#)

**1195.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,455 global accepts · Rating: 1500 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[fkg's solution](#)

**1196.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,278 global accepts · Rating: 1500 · first AC: 2017-11-17 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math, number theory  
[fkg's solution](#)

**1197.**

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math  
[fkg's solution](#)

**1198.**

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation, strings  
[fkg's solution](#)

**1199.**

873B

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

Quality: 9,109 global accepts · Rating: 1500 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: dp, implementation  
[fkg's solution](#)

**1200.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[fkg's solution](#)

**1201.**

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graphs  
[fkg's solution](#)

**1202.**

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**1203.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[fkg's solution](#)

**1204.**

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**1205.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**1206.**

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**1207.**

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[fkg's solution](#)

**1208.**

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**1209.**

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation  
[fkg's solution](#)

**1210.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees  
[fkg's solution](#)

**1211.**

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings  
[fkg's solution](#)

**1212.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,498 global accepts · Rating: 1500 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings  
[fkg's solution](#)

**1213.**

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**1214.**

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**1215.**

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[fkg's solution](#)

**1216.**

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs  
[fkg's solution](#)

**1217.**

556C

[Case of Matryoshkas](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[fkg's solution](#)

**1218.**

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, sortings

[fkg's solution](#)

**1219.**

437B

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

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2017-01-05 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, sortings

[fkg's solution](#)

**1220.**

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,182 global accepts · Rating: 1500 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[fkg's solution](#)

**1221.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: dp

[fkg's solution](#)

**1222.**

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[fkg's solution](#)

**1223.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[fkg's solution](#)

**1224.**

745C

[Hongcow Builds A Nation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[fkg's solution](#)

**1225.**

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[fkg's solution](#)

**1226.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[fkg's solution](#)

**1227.**

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math,

number theory

[tfg's solution](#)

**1228.**

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[tfg's solution](#)

**1229.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: binary search, strings, two pointers

[tfg's solution](#)

**1230.**

2197D

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

Rating: 1600 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, math, number theory

[tfg's solution](#)

**1231.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[tfg's solution](#)

**1232.**

2157D

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

Quality: 6,004 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

[tfg's solution](#)

**1233.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math

[tfg's solution](#)

**1234.**

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, schedules

[tfg's solution](#)

**1235.**

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, math

[tfg's solution](#)

**1236.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1600 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[tfg's solution](#)

**1237.**

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,447 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[tfg's solution](#)

**1238.**

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: two pointers

[tfg's solution](#)

**1239.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[tfg's solution](#)

**1240.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**1241.**

2084D

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

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[tfg's solution](#)

**1242.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy

[tfg's solution](#)

**1243.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[tfg's solution](#)

**1244.**

231D

[Magic Box](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 1600 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry

[tfg's solution](#)

**1245.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,104 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[tfg's solution](#)

**1246.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,538 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[tfg's solution](#)

**1247.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[tfg's solution](#)

**1248.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[tfg's solution](#)

**1249.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[tfg's solution](#)

**1250.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**1251.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[tfg's solution](#)

**1252.**

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[tfg's solution](#)

**1253.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[tfg's solution](#)

**1254.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tfg's solution](#)

**1255.**

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[tfg's solution](#)

**1256.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[tfg's solution](#)

**1257.**

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[tfg's solution](#)

**1258.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[fkg's solution](#)

### 1259.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[fkg's solution](#)

### 1260.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[fkg's solution](#)

### 1261.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: trees

[fkg's solution](#)

### 1262.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[fkg's solution](#)

### 1263.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[fkg's solution](#)

### 1264.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,450 global accepts · Rating: 1600 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[fkg's solution](#)

### 1265.

1526C2

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

Quality: 29,725 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[fkg's solution](#)

### 1266.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[fkg's solution](#)

### 1267.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2021-05-11 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[fkg's solution](#)

### 1268.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[tfg's solution](#)

**1269.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**1270.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tfg's solution](#)

**1271.**

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[tfg's solution](#)

**1272.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[tfg's solution](#)

**1273.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[tfg's solution](#)

**1274.**

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[tfg's solution](#)

**1275.**

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1600 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[tfg's solution](#)

**1276.**

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tfg's solution](#)

**1277.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,595 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[tfg's solution](#)

**1278.**

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[tfg's solution](#)

**1279.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[fkg's solution](#)

## 1280.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[fkg's solution](#)

## 1281.

380A

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

Quality: 2,909 global accepts · Rating: 1600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[fkg's solution](#)

## 1282.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fkg's solution](#)

## 1283.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[fkg's solution](#)

## 1284.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[fkg's solution](#)

## 1285.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[fkg's solution](#)

## 1286.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[fkg's solution](#)

## 1287.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[fkg's solution](#)

## 1288.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[fkg's solution](#)

## 1289.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy,

implementation, math

[ffg's solution](#)

**1290.**

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ffg's solution](#)

**1291.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[ffg's solution](#)

**1292.**

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1600 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[ffg's solution](#)

**1293.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ffg's solution](#)

**1294.**

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ffg's solution](#)

**1295.**

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ffg's solution](#)

**1296.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ffg's solution](#)

**1297.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[ffg's solution](#)

**1298.**

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[ffg's solution](#)

**1299.**

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ffg's solution](#)

**1300.**

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math,

number theory

[fkg's solution](#)

**1301.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

**1302.**

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fkg's solution](#)

**1303.**

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 1600 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[fkg's solution](#)

**1304.**

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[fkg's solution](#)

**1305.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[fkg's solution](#)

**1306.**

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[fkg's solution](#)

**1307.**

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[fkg's solution](#)

**1308.**

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fkg's solution](#)

**1309.**

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[fkg's solution](#)

**1310.**

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[fkg's solution](#)

**1311.**

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**1312.**

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**1313.**

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers  
[fkg's solution](#)

**1314.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**1315.**

1165E

[Two Arrays and Sum of Functions](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[fkg's solution](#)

**1316.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fkg's solution](#)

**1317.**

1163B2

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

Quality: 7,646 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[fkg's solution](#)

**1318.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[fkg's solution](#)

**1319.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp  
[fkg's solution](#)

**1320.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[fkg's solution](#)

**1321.**

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, sortings

[tfg's solution](#)

**1322.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[tfg's solution](#)

**1323.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings  
[tfg's solution](#)

**1324.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[tfg's solution](#)

**1325.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[tfg's solution](#)

**1326.**

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[tfg's solution](#)

**1327.**

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings  
[tfg's solution](#)

**1328.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[tfg's solution](#)

**1329.**

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry  
[tfg's solution](#)

**1330.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[tfg's solution](#)

**1331.**

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[tfg's solution](#)

**1332.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[tfg's solution](#)

**1333.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[tfg's solution](#)

**1334.**

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math, number theory

[tfg's solution](#)

**1335.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[tfg's solution](#)

**1336.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tfg's solution](#)

**1337.**

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tfg's solution](#)

**1338.**

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[tfg's solution](#)

**1339.**

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[tfg's solution](#)

**1340.**

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tfg's solution](#)

**1341.**

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[tfg's solution](#)

**1342.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tfg's solution](#)

**1343.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: brute force, dp, games  
[fkg's solution](#)

**1344.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[fkg's solution](#)

**1345.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers  
[fkg's solution](#)

**1346.**

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: dp, implementation  
[fkg's solution](#)

**1347.**

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation, math  
[fkg's solution](#)

**1348.**

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,237 global accepts · Rating: 1600 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers  
[fkg's solution](#)

**1349.**

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: binary search, dp  
[fkg's solution](#)

**1350.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,964 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: math  
[fkg's solution](#)

**1351.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: greedy, two pointers  
[fkg's solution](#)

**1352.**

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: greedy, math, sortings  
[fkg's solution](#)

**1353.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation, sortings  
[fkg's solution](#)

**1354.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[fkg's solution](#)

**1355.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
[fkg's solution](#)

**1356.**

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: math  
[fkg's solution](#)

**1357.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2018-07-22 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, two pointers  
[fkg's solution](#)

**1358.**

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-18 · last AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math  
[fkg's solution](#)

**1359.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: math, number theory  
[fkg's solution](#)

**1360.**

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: geometry, implementation  
[fkg's solution](#)

**1361.**

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2018-06-07 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**1362.**

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1600 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy  
[fkg's solution](#)

**1363.**

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —  
[fkg's solution](#)

**1364.**

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —  
[fkg's solution](#)

**1365.**

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —

[fkg's solution](#)

**1366.**

508C

[Anya and Ghosts](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1600 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[fkg's solution](#)

**1367.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[fkg's solution](#)

**1368.**

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2018-05-28 · Java 8 (first AC) · Tags: constructive algorithms, data structures, implementation

[fkg's solution](#)

**1369.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[fkg's solution](#)

**1370.**

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, implementation

[fkg's solution](#)

**1371.**

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[fkg's solution](#)

**1372.**

167A

[Wizards and Trolleybuses](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2018-04-20 · GNU C++11 (first AC) · Tags: implementation, math

[fkg's solution](#)

**1373.**

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, math

[fkg's solution](#)

**1374.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[fkg's solution](#)

**1375.**

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: implementation

[fkg's solution](#)

**1376.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[fkg's solution](#)

**1377.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2018-03-12 · last AC: 2018-03-12 · GNU C++11 (first AC) · Tags: games, math, number theory

[fkg's solution](#)

**1378.**

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: implementation, probabilities, strings

[fkg's solution](#)

**1379.**

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2018-02-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[fkg's solution](#)

**1380.**

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: geometry

[fkg's solution](#)

**1381.**

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[fkg's solution](#)

**1382.**

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2018-02-13 · last AC: 2018-02-13 · GNU C++11 (first AC) · Tags: brute force, math

[fkg's solution](#)

**1383.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,439 global accepts · Rating: 1600 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: probabilities

[fkg's solution](#)

**1384.**

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,565 global accepts · Rating: 1600 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[fkg's solution](#)

**1385.**

477A

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

Rating: 1600 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: math

[fkg's solution](#)

**1386.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[tfg's solution](#)

**1387.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: implementation, strings

[tfg's solution](#)

**1388.**

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-11-14 · GNU C++11 (first AC) · Tags: graphs

[tfg's solution](#)

**1389.**

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: greedy, two pointers

[tfg's solution](#)

**1390.**

445C

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

Rating: 1600 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[tfg's solution](#)

**1391.**

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tfg's solution](#)

**1392.**

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures

[tfg's solution](#)

**1393.**

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[tfg's solution](#)

**1394.**

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[tfg's solution](#)

**1395.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**1396.**

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[tfg's solution](#)

**1397.**

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**1398.**

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[tfg's solution](#)

**1399.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[tfg's solution](#)

**1400.**

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[tfg's solution](#)

**1401.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[tfg's solution](#)

**1402.**

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[tfg's solution](#)

**1403.**

812B

[Sagheer, the Hausmeister](#) · [Tutorial](#)

Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[tfg's solution](#)

**1404.**

569C

[Primes or Palindromes?](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[tfg's solution](#)

**1405.**

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[tfg's solution](#)

**1406.**

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,820 global accepts · Rating: 1600 · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[tfg's solution](#)

**1407.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-03-29 · GNU C++11 (first AC) · Tags: dp, two pointers

[tfg's solution](#)

**1408.**

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[fkg's solution](#)

**1409.**

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search  
[fkg's solution](#)

**1410.**

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[fkg's solution](#)

**1411.**

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,972 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer  
[fkg's solution](#)

**1412.**

763A

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

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees  
[fkg's solution](#)

**1413.**

759B

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers  
[fkg's solution](#)

**1414.**

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math  
[fkg's solution](#)

**1415.**

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,982 global accepts · Rating: 1600 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: number theory  
[fkg's solution](#)

**1416.**

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math  
[fkg's solution](#)

**1417.**

742C

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, math  
[fkg's solution](#)

**1418.**

742D

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-12-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu

[ffg's solution](#)

### 1419.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ffg's solution](#)

### 1420.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-11-27 · GNU C++11 (first AC) · Tags: math, number theory

[ffg's solution](#)

### 1421.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-11-17 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings

[ffg's solution](#)

### 1422.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers

[ffg's solution](#)

### 1423.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: data structures, hashing

[ffg's solution](#)

### 1424.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: implementation

[ffg's solution](#)

### 1425.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1600 · first AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[ffg's solution](#)

### 1426.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[ffg's solution](#)

### 1427.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 1600 · first AC: 2016-10-03 · GNU C++11 (first AC) · Tags: greedy

[ffg's solution](#)

### 1428.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[ffg's solution](#)

**1429.**

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation  
[fg's solution](#)

**1430.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[fg's solution](#)

**1431.**

2185F

[BattleCows](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1700 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation  
[fg's solution](#)

**1432.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[fg's solution](#)

**1433.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation  
[fg's solution](#)

**1434.**

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory  
[fg's solution](#)

**1435.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive  
[fg's solution](#)

**1436.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory  
[fg's solution](#)

**1437.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math  
[fg's solution](#)

**1438.**

2132E

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

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search  
[fg's solution](#)

**1439.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[fkg's solution](#)

**1440.**

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

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**1441.**

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[fkg's solution](#)

**1442.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, strings

[fkg's solution](#)

**1443.**

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[fkg's solution](#)

**1444.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

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**1445.**

2094G

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Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

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**1446.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2025-04-07 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

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**1447.**

1278C

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Quality: 8,576 global accepts · Rating: 1700 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation

[fkg's solution](#)

**1448.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

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**1449.**

1153C

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Quality: 7,793 global accepts · Rating: 1700 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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**1450.**

1217C

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Quality: 7,856 global accepts · Rating: 1700 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force

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**1451.**

14C

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Quality: 3,857 global accepts · Rating: 1700 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[tfg's solution](#)

**1452.**

98A

[Help Victoria the Wise](#) · [Tutorial](#)

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**1453.**

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

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**1454.**

2089A

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Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

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**1455.**

2072F

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Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

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**1456.**

2053D

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Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[tfg's solution](#)

**1457.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

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**1458.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[tfg's solution](#)

**1459.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,048 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[tfg's solution](#)

**1460.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[tfg's solution](#)

**1461.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[tfg's solution](#)

**1462.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

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**1463.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

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**1464.**

1868B1

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Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · last AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

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**1465.**

1864D

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Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

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**1466.**

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[tfg's solution](#)

**1467.**

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

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**1468.**

1835A

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**1469.**

1810D

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Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[tfg's solution](#)

**1470.**

1799C

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[tfg's solution](#)

**1471.**

1776F

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**1472.**

1779D

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**1473.**

1770C

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**1474.**

1765D

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**1475.**

1324E

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**1476.**

1693B

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**1477.**

1672D

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Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

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**1478.**

1628B

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Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

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**1479.**

1608C

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Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

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**1480.**

1594D

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**1481.**

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[fg's solution](#)

**1482.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

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**1483.**

1430D

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Quality: 9,305 global accepts · Rating: 1700 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[fg's solution](#)

**1484.**

1027D

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**1485.**

1497E1

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Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[fg's solution](#)

**1486.**

1485C

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Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

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**1487.**

1479A

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Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[fg's solution](#)

**1488.**

1473D

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Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[tfg's solution](#)

**1489.**

1451D

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Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, math

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**1490.**

480B

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Rating: 1700 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, hashing, implementation, sortings

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**1491.**

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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**1492.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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**1493.**

1393C

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Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

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**1494.**

1383A

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Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

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**1495.**

1381A2

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Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

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**1496.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tfg's solution](#)

**1497.**

784A

[Numbers Joke](#) · [Tutorial](#)

Quality: 3,344 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[tfg's solution](#)

**1498.**

1111B

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Quality: 6,515 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[tfg's solution](#)

**1499.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
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**1500.**

1368D

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Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
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**1501.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers  
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**1502.**

1333C

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Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers  
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**1503.**

1329B

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Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
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**1504.**

1325D

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Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory  
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**1505.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
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**1506.**

489D

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Quality: 7,050 global accepts · Rating: 1700 · first AC: 2020-02-27 · last AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs  
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**1507.**

1314A

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Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
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**1508.**

349B

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Quality: 15,119 global accepts · Rating: 1700 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation  
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**1509.**

84C

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Quality: 1,856 global accepts · Rating: 1700 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[fkg's solution](#)

**1510.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings  
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**1511.**

1280A

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Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**1512.**

1256C

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Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**1513.**

1176E

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Quality: 13,568 global accepts · Rating: 1700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees  
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**1514.**

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**1515.**

670E

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Quality: 3,464 global accepts · Rating: 1700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, strings  
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**1516.**

1279D

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Quality: 7,290 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities  
[fkg's solution](#)

**1517.**

449A

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

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**1518.**

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[fkg's solution](#)

**1519.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[tfg's solution](#)

**1520.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,248 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[tfg's solution](#)

**1521.**

747E

[Comments](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[tfg's solution](#)

**1522.**

164A

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Quality: 1,197 global accepts · Rating: 1700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[tfg's solution](#)

**1523.**

1032C

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Quality: 4,331 global accepts · Rating: 1700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[tfg's solution](#)

**1524.**

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[tfg's solution](#)

**1525.**

1237C1

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

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[tfg's solution](#)

**1526.**

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[tfg's solution](#)

**1527.**

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[tfg's solution](#)

**1528.**

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[tfg's solution](#)

**1529.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[tfg's solution](#)

**1530.**

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fkg's solution](#)

**1531.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[fkg's solution](#)

**1532.**

1202B

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[fkg's solution](#)

**1533.**

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[fkg's solution](#)

**1534.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[fkg's solution](#)

**1535.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,390 global accepts · Rating: 1700 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[fkg's solution](#)

**1536.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[fkg's solution](#)

**1537.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2019-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[fkg's solution](#)

**1538.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[fkg's solution](#)

**1539.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fkg's solution](#)

**1540.**

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[tfg's solution](#)

**1541.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[tfg's solution](#)

**1542.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[tfg's solution](#)

**1543.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[tfg's solution](#)

**1544.**

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[tfg's solution](#)

**1545.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[tfg's solution](#)

**1546.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[tfg's solution](#)

**1547.**

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[tfg's solution](#)

**1548.**

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[tfg's solution](#)

**1549.**

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[tfg's solution](#)

**1550.**

507C

[Guess Your Way Out!](#) · [Tutorial](#)

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, trees

[tfg's solution](#)

**1551.**

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[fkg's solution](#)

**1552.**

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[fkg's solution](#)

**1553.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees  
[fkg's solution](#)

**1554.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[fkg's solution](#)

**1555.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[fkg's solution](#)

**1556.**

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[fkg's solution](#)

**1557.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings  
[fkg's solution](#)

**1558.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory  
[fkg's solution](#)

**1559.**

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**1560.**

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation  
[fkg's solution](#)

**1561.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[tfg's solution](#)

**1562.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[tfg's solution](#)

**1563.**

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[tfg's solution](#)

**1564.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[tfg's solution](#)

**1565.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[tfg's solution](#)

**1566.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[tfg's solution](#)

**1567.**

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[tfg's solution](#)

**1568.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-08-11 · GNU C++11 (first AC) · Tags: brute force, greedy

[tfg's solution](#)

**1569.**

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[tfg's solution](#)

**1570.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-19 · GNU C++11 (first AC) · Tags: greedy, math

[tfg's solution](#)

**1571.**

148C

[Terse princess](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tfg's solution](#)

**1572.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: geometry

[fkg's solution](#)

**1573.**

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: greedy, strings

[fkg's solution](#)

**1574.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[fkg's solution](#)

**1575.**

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[fkg's solution](#)

**1576.**

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[fkg's solution](#)

**1577.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,896 global accepts · Rating: 1700 · first AC: 2018-05-30 · last AC: 2018-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[fkg's solution](#)

**1578.**

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[fkg's solution](#)

**1579.**

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: games, greedy

[fkg's solution](#)

**1580.**

977F

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

Quality: 25,127 global accepts · Rating: 1700 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: dp

[fkg's solution](#)

**1581.**

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2018-04-30 · Java 8 (first AC) · Tags: brute force, implementation, math

[fkg's solution](#)

**1582.**

966B

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

Rating: 1700 · first AC: 2018-04-29 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[fkg's solution](#)

**1583.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[tfg's solution](#)

**1584.**

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[tfg's solution](#)

**1585.**

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[tfg's solution](#)

**1586.**

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[tfg's solution](#)

**1587.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math

[tfg's solution](#)

**1588.**

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[tfg's solution](#)

**1589.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,886 global accepts · Rating: 1700 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[tfg's solution](#)

**1590.**

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · last AC: 2018-02-26 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[tfg's solution](#)

**1591.**

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 1700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms

[tfg's solution](#)

**1592.**

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: data structures, expression parsing, implementation

[tfg's solution](#)

**1593.**

919D

[Substring](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1700 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs  
[fkg's solution](#)

**1594.**

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · last AC: 2018-01-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs  
[fkg's solution](#)

**1595.**

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings  
[fkg's solution](#)

**1596.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 1700 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: brute force, data structures, math  
[fkg's solution](#)

**1597.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2017-11-04 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, shortest paths  
[fkg's solution](#)

**1598.**

203D

[Hit Ball](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 1700 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math  
[fkg's solution](#)

**1599.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[fkg's solution](#)

**1600.**

827A

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

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings  
[fkg's solution](#)

**1601.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[fkg's solution](#)

**1602.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**1603.**

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[fkg's solution](#)

### 1604.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[fkg's solution](#)

### 1605.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[fkg's solution](#)

### 1606.

596C

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

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, sortings  
[fkg's solution](#)

### 1607.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[fkg's solution](#)

### 1608.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings  
[fkg's solution](#)

### 1609.

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp  
[fkg's solution](#)

### 1610.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings  
[fkg's solution](#)

### 1611.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings  
[fkg's solution](#)

### 1612.

759A

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

Rating: 1700 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[fkg's solution](#)

### 1613.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math  
[fkg's solution](#)

**1614.**

738C

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search

[tfg's solution](#)

**1615.**

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[tfg's solution](#)

**1616.**

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-15 · GNU C++11 (first AC) · Tags: implementation

[tfg's solution](#)

**1617.**

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: implementation, math

[tfg's solution](#)

**1618.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[tfg's solution](#)

**1619.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: dp

[tfg's solution](#)

**1620.**

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[tfg's solution](#)

**1621.**

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[tfg's solution](#)

**1622.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[tfg's solution](#)

**1623.**

2179E

[Blackslex and Girls](#) · [Tutorial](#)

Quality: 5,779 global accepts · Rating: 1800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[tfg's solution](#)

**1624.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[fkg's solution](#)

### 1625.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[fkg's solution](#)

### 1626.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[fkg's solution](#)

### 1627.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1800 · first AC: 2025-10-14 · last AC: 2025-10-14 · Python 3 (first AC) · Tags: dp, greedy

[fkg's solution](#)

### 1628.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[fkg's solution](#)

### 1629.

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[fkg's solution](#)

### 1630.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[fkg's solution](#)

### 1631.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[fkg's solution](#)

### 1632.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[fkg's solution](#)

### 1633.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[fkg's solution](#)

### 1634.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[ffg's solution](#)

### 1635.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[ffg's solution](#)

### 1636.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, ternary search

[ffg's solution](#)

### 1637.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ffg's solution](#)

### 1638.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[ffg's solution](#)

### 1639.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[ffg's solution](#)

### 1640.

67B

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

Quality: 944 global accepts · Rating: 1800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ffg's solution](#)

### 1641.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, number theory

[ffg's solution](#)

### 1642.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, math, schedules

[ffg's solution](#)

### 1643.

252B

[Unsorting Array](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 1800 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[ffg's solution](#)

### 1644.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[ffg's solution](#)

**1645.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[tfg's solution](#)**1646.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[tfg's solution](#)**1647.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[tfg's solution](#)**1648.**

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[tfg's solution](#)**1649.**

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[tfg's solution](#)**1650.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · last AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[tfg's solution](#)**1651.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[tfg's solution](#)**1652.**

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

[tfg's solution](#)**1653.**

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

[tfg's solution](#)**1654.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tfg's solution](#)

**1655.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[fg's solution](#)

**1656.**

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory  
[fg's solution](#)

**1657.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers  
[fg's solution](#)

**1658.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory  
[fg's solution](#)

**1659.**

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  
[fg's solution](#)

**1660.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory  
[fg's solution](#)

**1661.**

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[fg's solution](#)

**1662.**

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry  
[fg's solution](#)

**1663.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[fg's solution](#)

**1664.**

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[fg's solution](#)

**1665.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, two pointers  
[fkg's solution](#)

**1666.**

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
[fkg's solution](#)

**1667.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math  
[fkg's solution](#)

**1668.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings  
[fkg's solution](#)

**1669.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[fkg's solution](#)

**1670.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**1671.**

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers  
[fkg's solution](#)

**1672.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings  
[fkg's solution](#)

**1673.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math  
[fkg's solution](#)

**1674.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[tfg's solution](#)

### 1675.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · last AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[tfg's solution](#)

### 1676.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: games

[tfg's solution](#)

### 1677.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tfg's solution](#)

### 1678.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[tfg's solution](#)

### 1679.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[tfg's solution](#)

### 1680.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[tfg's solution](#)

### 1681.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, sortings

[tfg's solution](#)

### 1682.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-31 · last AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[tfg's solution](#)

### 1683.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[tfg's solution](#)

### 1684.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[tfg's solution](#)

**1685.**

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp  
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**1686.**

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings  
[fkg's solution](#)

**1687.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[fkg's solution](#)

**1688.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[fkg's solution](#)

**1689.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory  
[fkg's solution](#)

**1690.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle  
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**1691.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[fkg's solution](#)

**1692.**

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, two pointers  
[fkg's solution](#)

**1693.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[fkg's solution](#)

**1694.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[fkg's solution](#)

**1695.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[tfg's solution](#)

**1696.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-22 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[tfg's solution](#)

**1697.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[tfg's solution](#)

**1698.**

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings

[tfg's solution](#)

**1699.**

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tfg's solution](#)

**1700.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[tfg's solution](#)

**1701.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[tfg's solution](#)

**1702.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[tfg's solution](#)

**1703.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[tfg's solution](#)

**1704.**

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[tfg's solution](#)

**1705.**

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ffg's solution](#)

**1706.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[ffg's solution](#)

**1707.**

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[ffg's solution](#)

**1708.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[ffg's solution](#)

**1709.**

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[ffg's solution](#)

**1710.**

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ffg's solution](#)

**1711.**

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ffg's solution](#)

**1712.**

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[ffg's solution](#)

**1713.**

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[ffg's solution](#)

**1714.**

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ffg's solution](#)

**1715.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[fkg's solution](#)

**1716.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fkg's solution](#)

**1717.**

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings, trees

[fkg's solution](#)

**1718.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[fkg's solution](#)

**1719.**

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[fkg's solution](#)

**1720.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fkg's solution](#)

**1721.**

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[fkg's solution](#)

**1722.**

1053A

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

Rating: 1800 · first AC: 2018-09-23 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: geometry

[fkg's solution](#)

**1723.**

220B

[Little Elephant and Array](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[fkg's solution](#)

**1724.**

1180D

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

Rating: 1800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fkg's solution](#)

**1725.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ffg's solution](#)

### 1726.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[ffg's solution](#)

### 1727.

1151C

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

Quality: 5,604 global accepts · Rating: 1800 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ffg's solution](#)

### 1728.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[ffg's solution](#)

### 1729.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ffg's solution](#)

### 1730.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[ffg's solution](#)

### 1731.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[ffg's solution](#)

### 1732.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[ffg's solution](#)

### 1733.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[ffg's solution](#)

### 1734.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ffg's solution](#)

### 1735.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[ffg's solution](#)

**1736.**

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees  
[fkg's solution](#)

**1737.**

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths  
[fkg's solution](#)

**1738.**

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[fkg's solution](#)

**1739.**

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · last AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math  
[fkg's solution](#)

**1740.**

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths  
[fkg's solution](#)

**1741.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers  
[fkg's solution](#)

**1742.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers  
[fkg's solution](#)

**1743.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[fkg's solution](#)

**1744.**

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths  
[fkg's solution](#)

**1745.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[fkg's solution](#)

**1746.**

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[tfg's solution](#)

**1747.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · last AC: 2018-09-28 · GNU C++11 (first AC) · Tags: number theory

[tfg's solution](#)

**1748.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[tfg's solution](#)

**1749.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: dp, implementation

[tfg's solution](#)

**1750.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[tfg's solution](#)

**1751.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: binary search, interactive

[tfg's solution](#)

**1752.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: number theory

[tfg's solution](#)

**1753.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities

[tfg's solution](#)

**1754.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[tfg's solution](#)

**1755.**

178F1

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

Quality: 459 global accepts · Rating: 1800 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**1756.**

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: brute force, math

[tfg's solution](#)

**1757.**

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**1758.**

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: combinatorics, math

[tfg's solution](#)

**1759.**

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[tfg's solution](#)

**1760.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tfg's solution](#)

**1761.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2018-05-14 · last AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tfg's solution](#)

**1762.**

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[tfg's solution](#)

**1763.**

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2018-04-20 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[tfg's solution](#)

**1764.**

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, two pointers

[tfg's solution](#)

**1765.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2018-04-08 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[tfg's solution](#)

**1766.**

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: greedy, sortings

[tfg's solution](#)

**1767.**

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: math, ternary search

[tfg's solution](#)

**1768.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[ffg's solution](#)

### 1769.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: dp

[ffg's solution](#)

### 1770.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[ffg's solution](#)

### 1771.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2018-02-17 · last AC: 2018-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[ffg's solution](#)

### 1772.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search, two pointers

[ffg's solution](#)

### 1773.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · GNU C++11 (first AC) · Tags: dp

[ffg's solution](#)

### 1774.

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[ffg's solution](#)

### 1775.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[ffg's solution](#)

### 1776.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[ffg's solution](#)

### 1777.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math

[ffg's solution](#)

### 1778.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dp

[ffg's solution](#)

**1779.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[fkg's solution](#)

**1780.**

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2017-12-21 · last AC: 2017-12-22 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[fkg's solution](#)

**1781.**

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,837 global accepts · Rating: 1800 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: dp  
[fkg's solution](#)

**1782.**

624C

[Graph and String](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[fkg's solution](#)

**1783.**

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[fkg's solution](#)

**1784.**

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-23 · last AC: 2017-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation  
[fkg's solution](#)

**1785.**

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[fkg's solution](#)

**1786.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer  
[fkg's solution](#)

**1787.**

847E

[Pakmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp  
[fkg's solution](#)

**1788.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms  
[fkg's solution](#)

**1789.**

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[fkg's solution](#)

**1790.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers  
[fkg's solution](#)

**1791.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[fkg's solution](#)

**1792.**

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[fkg's solution](#)

**1793.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-05 · last AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers  
[fkg's solution](#)

**1794.**

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[fkg's solution](#)

**1795.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings  
[fkg's solution](#)

**1796.**

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees  
[fkg's solution](#)

**1797.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory  
[fkg's solution](#)

**1798.**

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[fkg's solution](#)

**1799.**

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings  
[fkg's solution](#)

**1800.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · last AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[fkg's solution](#)

**1801.**

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · last AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[fkg's solution](#)

**1802.**

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, greedy  
[fkg's solution](#)

**1803.**

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings  
[fkg's solution](#)

**1804.**

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math  
[fkg's solution](#)

**1805.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings  
[fkg's solution](#)

**1806.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2016-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees  
[fkg's solution](#)

**1807.**

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-11-11 · GNU C++11 (first AC) · Tags: dp, strings  
[fkg's solution](#)

**1808.**

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-11-02 · GNU C++11 (first AC) · Tags: greedy  
[fkg's solution](#)

**1809.**

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2016-10-31 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers  
[fkg's solution](#)

**1810.**

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-24 · last AC: 2016-10-24 · GNU C++11 (first AC) · Tags: data structures, greedy  
[fkg's solution](#)

**1811.**

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive  
[fkg's solution](#)

**1812.**

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**1813.**

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math  
[fkg's solution](#)

**1814.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings  
[fkg's solution](#)

**1815.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,968 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[fkg's solution](#)

**1816.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 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  
[fkg's solution](#)

**1817.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings  
[fkg's solution](#)

**1818.**

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers  
[fkg's solution](#)

**1819.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search  
[fkg's solution](#)

**1820.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 1900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, number theory

[fkg's solution](#)

**1821.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[fkg's solution](#)

**1822.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 1900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[fkg's solution](#)

**1823.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[fkg's solution](#)

**1824.**

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2025-06-07 · last AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[fkg's solution](#)

**1825.**

2106F

[Goblin](#) · [Tutorial](#)

Quality: 4,421 global accepts · Rating: 1900 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, greedy, math

[fkg's solution](#)

**1826.**

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[fkg's solution](#)

**1827.**

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,567 global accepts · Rating: 1900 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices

[fkg's solution](#)

**1828.**

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, number theory

[fkg's solution](#)

**1829.**

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1900 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[fkg's solution](#)

**1830.**

2093G

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

Quality: 3,805 global accepts · Rating: 1900 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[tfg's solution](#)

**1831.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[tfg's solution](#)

**1832.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1900 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[tfg's solution](#)

**1833.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[tfg's solution](#)

**1834.**

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[tfg's solution](#)

**1835.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[tfg's solution](#)

**1836.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[tfg's solution](#)

**1837.**

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**1838.**

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tfg's solution](#)

**1839.**

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[tfg's solution](#)

**1840.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[fkg's solution](#)

**1841.**

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[fkg's solution](#)

**1842.**

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[fkg's solution](#)

**1843.**

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

[fkg's solution](#)

**1844.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[fkg's solution](#)

**1845.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[fkg's solution](#)

**1846.**

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

[fkg's solution](#)

**1847.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[fkg's solution](#)

**1848.**

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

[fkg's solution](#)

**1849.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[fkg's solution](#)

**1850.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[fkg's solution](#)

**1851.**

745D

[Hongcow's Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, interactive

[fkg's solution](#)

**1852.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[fkg's solution](#)

**1853.**

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[fkg's solution](#)

**1854.**

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[fkg's solution](#)

**1855.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[fkg's solution](#)

**1856.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[fkg's solution](#)

**1857.**

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[fkg's solution](#)

**1858.**

1799D1

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

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[fkg's solution](#)

**1859.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[fkg's solution](#)

**1860.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[fkg's solution](#)

**1861.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[fkg's solution](#)

**1862.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[fkg's solution](#)

**1863.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[fkg's solution](#)

**1864.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[fkg's solution](#)

**1865.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[fkg's solution](#)

**1866.**

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[fkg's solution](#)

**1867.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[fkg's solution](#)

**1868.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[fkg's solution](#)

**1869.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, shortest paths, two pointers

[fkg's solution](#)

**1870.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[fkg's solution](#)

**1871.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[fkg's solution](#)

**1872.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[fkg's solution](#)

**1873.**

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[fkg's solution](#)

**1874.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[fkg's solution](#)

**1875.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[fkg's solution](#)

**1876.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[fkg's solution](#)

**1877.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[fkg's solution](#)

**1878.**

480C

[Riding in a Lift](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[fkg's solution](#)

**1879.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[fkg's solution](#)

### 1880.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[fkg's solution](#)

### 1881.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[fkg's solution](#)

### 1882.

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,873 global accepts · Rating: 1900 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[fkg's solution](#)

### 1883.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[fkg's solution](#)

### 1884.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[fkg's solution](#)

### 1885.

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[fkg's solution](#)

### 1886.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[fkg's solution](#)

### 1887.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[fkg's solution](#)

### 1888.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[fkg's solution](#)

### 1889.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[fkg's solution](#)

### 1890.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[fkg's solution](#)

### 1891.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · last AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[fkg's solution](#)

### 1892.

144D

[Missile Silos](#) · [Tutorial](#)

Quality: 5,064 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[fkg's solution](#)

### 1893.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fkg's solution](#)

### 1894.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[fkg's solution](#)

### 1895.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[fkg's solution](#)

### 1896.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[fkg's solution](#)

### 1897.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[fkg's solution](#)

### 1898.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

### 1899.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[ffg's solution](#)

### 1900.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[ffg's solution](#)

### 1901.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings  
[ffg's solution](#)

### 1902.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[ffg's solution](#)

### 1903.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings  
[ffg's solution](#)

### 1904.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[ffg's solution](#)

### 1905.

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ffg's solution](#)

### 1906.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[ffg's solution](#)

### 1907.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ffg's solution](#)

### 1908.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[ffg's solution](#)

### 1909.

552D

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

Quality: 4,850 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings  
[ffg's solution](#)

## 1910.

67D

### [Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[fkg's solution](#)

## 1911.

1303D

### [Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[fkg's solution](#)

## 1912.

866B

### [Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[fkg's solution](#)

## 1913.

1270D

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

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings  
[fkg's solution](#)

## 1914.

388B

### [Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math  
[fkg's solution](#)

## 1915.

1276B

### [Two Fairs](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs  
[fkg's solution](#)

## 1916.

1272E

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

Quality: 7,932 global accepts · Rating: 1900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[fkg's solution](#)

## 1917.

356B

### [Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

## 1918.

685B

### [Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[fkg's solution](#)

## 1919.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[fkg's solution](#)

**1920.**

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[fkg's solution](#)

**1921.**

321B

[Ciel and Duel](#) · [Tutorial](#)

Quality: 3,836 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy  
[fkg's solution](#)

**1922.**

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings  
[fkg's solution](#)

**1923.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[fkg's solution](#)

**1924.**

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings  
[fkg's solution](#)

**1925.**

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy  
[fkg's solution](#)

**1926.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory  
[fkg's solution](#)

**1927.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing  
[fkg's solution](#)

**1928.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation  
[fkg's solution](#)

**1929.**

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, sortings  
[fkg's solution](#)

**1930.**

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[tfg's solution](#)

### 1931.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[tfg's solution](#)

### 1932.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, two pointers

[tfg's solution](#)

### 1933.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[tfg's solution](#)

### 1934.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tfg's solution](#)

### 1935.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[tfg's solution](#)

### 1936.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[tfg's solution](#)

### 1937.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[tfg's solution](#)

### 1938.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[tfg's solution](#)

### 1939.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[tfg's solution](#)

### 1940.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[tfg's solution](#)

**1941.**

1163C1

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

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[tfg's solution](#)

**1942.**

1163C2

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

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[tfg's solution](#)

**1943.**

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[tfg's solution](#)

**1944.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tfg's solution](#)

**1945.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[tfg's solution](#)

**1946.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[tfg's solution](#)

**1947.**

1141G

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

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[tfg's solution](#)

**1948.**

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tfg's solution](#)

**1949.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[tfg's solution](#)

**1950.**

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[tfg's solution](#)

**1951.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ffg's solution](#)

**1952.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ffg's solution](#)

**1953.**

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[ffg's solution](#)

**1954.**

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy  
[ffg's solution](#)

**1955.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[ffg's solution](#)

**1956.**

377B

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

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings  
[ffg's solution](#)

**1957.**

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, trees  
[ffg's solution](#)

**1958.**

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math, shortest paths  
[ffg's solution](#)

**1959.**

1077F1

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

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[ffg's solution](#)

**1960.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[ffg's solution](#)

**1961.**

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[fkg's solution](#)

### 1962.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,846 global accepts · Rating: 1900 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[fkg's solution](#)

### 1963.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[fkg's solution](#)

### 1964.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[fkg's solution](#)

### 1965.

1067A

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

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fkg's solution](#)

### 1966.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[fkg's solution](#)

### 1967.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[fkg's solution](#)

### 1968.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[fkg's solution](#)

### 1969.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy, math

[fkg's solution](#)

### 1970.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[fkg's solution](#)

### 1971.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[fkg's solution](#)

**1972.**

506A

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 1900 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: dp

[fkg's solution](#)

**1973.**

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[fkg's solution](#)

**1974.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2018-09-11 · GNU C++11 (first AC) · Tags: dp

[fkg's solution](#)

**1975.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,374 global accepts · Rating: 1900 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: combinatorics, dp

[fkg's solution](#)

**1976.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: implementation, math

[fkg's solution](#)

**1977.**

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures

[fkg's solution](#)

**1978.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · GNU C++11 (first AC) · Tags: dp

[fkg's solution](#)

**1979.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2018-07-22 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, dp

[fkg's solution](#)

**1980.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2018-07-11 · GNU C++11 (first AC) · Tags: dp

[fkg's solution](#)

**1981.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: combinatorics, dp

[fkg's solution](#)

**1982.**

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[fkg's solution](#)

**1983.**

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force  
[ffg's solution](#)

**1984.**

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2018-06-06 · Java 8 (first AC) · Tags: dp, math, probabilities  
[ffg's solution](#)

**1985.**

178D2

[Magic Squares](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 1900 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —  
[ffg's solution](#)

**1986.**

178C2

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 1900 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —  
[ffg's solution](#)

**1987.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy  
[ffg's solution](#)

**1988.**

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees  
[ffg's solution](#)

**1989.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2018-05-13 · Java 8 (first AC) · Tags: brute force, implementation  
[ffg's solution](#)

**1990.**

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-25 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers  
[ffg's solution](#)

**1991.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++11 (first AC) · Tags: data structures, dp  
[ffg's solution](#)

**1992.**

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: binary search, data structures  
[ffg's solution](#)

**1993.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: math, probabilities  
[ffg's solution](#)

**1994.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities  
[fkg's solution](#)

**1995.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory  
[fkg's solution](#)

**1996.**

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,033 global accepts · Rating: 1900 · first AC: 2018-02-09 · GNU C++11 (first AC) · Tags: data structures, dp, strings  
[fkg's solution](#)

**1997.**

477B

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

Rating: 1900 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: math  
[fkg's solution](#)

**1998.**

548D

[Mike and Feet](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-01-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp  
[fkg's solution](#)

**1999.**

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[fkg's solution](#)

**2000.**

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2017-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dp  
[fkg's solution](#)

**2001.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[fkg's solution](#)

**2002.**

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[fkg's solution](#)

**2003.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: binary search, dp  
[fkg's solution](#)

**2004.**

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-27 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, math  
[fkg's solution](#)

**2005.**

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[tfg's solution](#)

**2006.**

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[tfg's solution](#)

**2007.**

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[tfg's solution](#)

**2008.**

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[tfg's solution](#)

**2009.**

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,495 global accepts · Rating: 1900 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[tfg's solution](#)

**2010.**

558C

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

Quality: 4,205 global accepts · Rating: 1900 · first AC: 2017-05-30 · Java 8 (first AC) · Tags: brute force, graphs, greedy, math, shortest paths

[tfg's solution](#)

**2011.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[tfg's solution](#)

**2012.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 1900 · first AC: 2017-05-19 · Java 8 (first AC) · Tags: binary search, data structures, implementation

[tfg's solution](#)

**2013.**

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[tfg's solution](#)

**2014.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[tfg's solution](#)

**2015.**

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[ffg's solution](#)

## 2016.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ffg's solution](#)

## 2017.

782D

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, strings

[ffg's solution](#)

## 2018.

554D

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

Rating: 1900 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ffg's solution](#)

## 2019.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[ffg's solution](#)

## 2020.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

[ffg's solution](#)

## 2021.

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: dsu, sortings

[ffg's solution](#)

## 2022.

746E

[Numbers Exchange](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 1900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ffg's solution](#)

## 2023.

738E

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[ffg's solution](#)

## 2024.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-16 · last AC: 2016-10-16 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[ffg's solution](#)

## 2025.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-09-29 · GNU C++11 (first AC) · Tags: binary search, math

[ffg's solution](#)

**2026.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2016-09-24 · last AC: 2016-09-27 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, two pointers

[fkg's solution](#)

**2027.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[fkg's solution](#)

**2028.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,519 global accepts · Rating: 2000 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[fkg's solution](#)

**2029.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[fkg's solution](#)

**2030.**

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[fkg's solution](#)

**2031.**

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings

[fkg's solution](#)

**2032.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[fkg's solution](#)

**2033.**

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[fkg's solution](#)

**2034.**

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,888 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[fkg's solution](#)

**2035.**

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[tfg's solution](#)

### 2036.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[tfg's solution](#)

### 2037.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[tfg's solution](#)

### 2038.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2025-04-11 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[tfg's solution](#)

### 2039.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[tfg's solution](#)

### 2040.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[tfg's solution](#)

### 2041.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp

[tfg's solution](#)

### 2042.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, strings

[tfg's solution](#)

### 2043.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[tfg's solution](#)

### 2044.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, number theory

[tfg's solution](#)

### 2045.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[tfg's solution](#)

**2046.**

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[tfg's solution](#)

**2047.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp

[tfg's solution](#)

**2048.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[tfg's solution](#)

**2049.**

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[tfg's solution](#)

**2050.**

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**2051.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[tfg's solution](#)

**2052.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,041 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[tfg's solution](#)

**2053.**

2055D

[Scarecrow](#) · [Tutorial](#)

Quality: 4,366 global accepts · Rating: 2000 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[tfg's solution](#)

**2054.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[tfg's solution](#)

**2055.**

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

[tfg's solution](#)

**2056.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[fkg's solution](#)

**2057.**

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

[fkg's solution](#)

**2058.**

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

[fkg's solution](#)

**2059.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fkg's solution](#)

**2060.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[fkg's solution](#)

**2061.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[fkg's solution](#)

**2062.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[fkg's solution](#)

**2063.**

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

[fkg's solution](#)

**2064.**

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

[fkg's solution](#)

**2065.**

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[fkg's solution](#)

**2066.**

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[tfg's solution](#)

**2067.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[tfg's solution](#)

**2068.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[tfg's solution](#)

**2069.**

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[tfg's solution](#)

**2070.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[tfg's solution](#)

**2071.**

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings  
[tfg's solution](#)

**2072.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search  
[tfg's solution](#)

**2073.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[tfg's solution](#)

**2074.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[tfg's solution](#)

**2075.**

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers  
[tfg's solution](#)

**2076.**

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**2077.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers  
[fkg's solution](#)

**2078.**

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[fkg's solution](#)

**2079.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math  
[fkg's solution](#)

**2080.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,615 global accepts · Rating: 2000 · first AC: 2020-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees  
[fkg's solution](#)

**2081.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[fkg's solution](#)

**2082.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[fkg's solution](#)

**2083.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[fkg's solution](#)

**2084.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers  
[fkg's solution](#)

**2085.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,686 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[fkg's solution](#)

**2086.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[tfg's solution](#)

**2087.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[tfg's solution](#)

**2088.**

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[tfg's solution](#)

**2089.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[tfg's solution](#)

**2090.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[tfg's solution](#)

**2091.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[tfg's solution](#)

**2092.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tfg's solution](#)

**2093.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[tfg's solution](#)

**2094.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[tfg's solution](#)

**2095.**

664C

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tfg's solution](#)

**2096.**

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, probabilities  
[fkg's solution](#)

**2097.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[fkg's solution](#)

**2098.**

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[fkg's solution](#)

**2099.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[fkg's solution](#)

**2100.**

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[fkg's solution](#)

**2101.**

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-04-28 · last AC: 2020-05-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory  
[fkg's solution](#)

**2102.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, math  
[fkg's solution](#)

**2103.**

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths  
[fkg's solution](#)

**2104.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[fkg's solution](#)

**2105.**

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[fkg's solution](#)

**2106.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings  
[fkg's solution](#)

**2107.**

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths  
[fkg's solution](#)

**2108.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[fkg's solution](#)

**2109.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[fkg's solution](#)

**2110.**

1294F

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

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[fkg's solution](#)

**2111.**

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[fkg's solution](#)

**2112.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[fkg's solution](#)

**2113.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fkg's solution](#)

**2114.**

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fkg's solution](#)

**2115.**

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[fkg's solution](#)

**2116.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[tfg's solution](#)

**2117.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tfg's solution](#)

**2118.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[tfg's solution](#)

**2119.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[tfg's solution](#)

**2120.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[tfg's solution](#)

**2121.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[tfg's solution](#)

**2122.**

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[tfg's solution](#)

**2123.**

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[tfg's solution](#)

**2124.**

629D

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

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[tfg's solution](#)

**2125.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[tfg's solution](#)

**2126.**

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[tfg's solution](#)

**2127.**

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[ffg's solution](#)

## 2128.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[ffg's solution](#)

## 2129.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[ffg's solution](#)

## 2130.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[ffg's solution](#)

## 2131.

1234E

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

Quality: 2,978 global accepts · Rating: 2000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[ffg's solution](#)

## 2132.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[ffg's solution](#)

## 2133.

309A

[Morning run](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2000 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, two pointers

[ffg's solution](#)

## 2134.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[ffg's solution](#)

## 2135.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[ffg's solution](#)

## 2136.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[ffg's solution](#)

## 2137.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[fkg's solution](#)

**2138.**

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[fkg's solution](#)

**2139.**

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, strings

[fkg's solution](#)

**2140.**

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[fkg's solution](#)

**2141.**

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[fkg's solution](#)

**2142.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[fkg's solution](#)

**2143.**

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[fkg's solution](#)

**2144.**

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[fkg's solution](#)

**2145.**

1165F2

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

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[fkg's solution](#)

**2146.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games

[fkg's solution](#)

**2147.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[fkg's solution](#)

**2148.**

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[fkg's solution](#)

**2149.**

1142B

[Lynryd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[fkg's solution](#)

**2150.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fkg's solution](#)

**2151.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[fkg's solution](#)

**2152.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fkg's solution](#)

**2153.**

374D

[Inna and Sequence](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2000 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, trees

[fkg's solution](#)

**2154.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[fkg's solution](#)

**2155.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[fkg's solution](#)

**2156.**

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[fkg's solution](#)

**2157.**

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu

[fkg's solution](#)

**2158.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

[ffg's solution](#)

### 2159.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[ffg's solution](#)

### 2160.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[ffg's solution](#)

### 2161.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[ffg's solution](#)

### 2162.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ffg's solution](#)

### 2163.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[ffg's solution](#)

### 2164.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[ffg's solution](#)

### 2165.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[ffg's solution](#)

### 2166.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, trees

[ffg's solution](#)

### 2167.

341C

[lahub and Permutations](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[ffg's solution](#)

### 2168.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: data structures, graph matchings, greedy, implementation

[ffg's solution](#)

### 2169.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[fkg's solution](#)

### 2170.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 2000 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy  
[fkg's solution](#)

### 2171.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: dp  
[fkg's solution](#)

### 2172.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, math, trees  
[fkg's solution](#)

### 2173.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2018-06-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings  
[fkg's solution](#)

### 2174.

178C3

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2000 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —  
[fkg's solution](#)

### 2175.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math, ternary search  
[fkg's solution](#)

### 2176.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: binary search, dp  
[fkg's solution](#)

### 2177.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2018-05-06 · last AC: 2018-05-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers  
[fkg's solution](#)

### 2178.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry, math  
[fkg's solution](#)

### 2179.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: brute force, implementation, interactive  
[fkg's solution](#)

**2180.**

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings  
[fkg's solution](#)

**2181.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: dp  
[fkg's solution](#)

**2182.**

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: data structures, dp  
[fkg's solution](#)

**2183.**

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, strings  
[fkg's solution](#)

**2184.**

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2018-04-05 · GNU C++11 (first AC) · Tags: geometry  
[fkg's solution](#)

**2185.**

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2018-03-29 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers  
[fkg's solution](#)

**2186.**

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2018-03-25 · GNU C++11 (first AC) · Tags: dp  
[fkg's solution](#)

**2187.**

346B

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

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2018-03-12 · GNU C++11 (first AC) · Tags: dp, strings  
[fkg's solution](#)

**2188.**

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2018-03-08 · GNU C++11 (first AC) · Tags: dp, greedy, sortings  
[fkg's solution](#)

**2189.**

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: brute force, math  
[fkg's solution](#)

**2190.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math  
[fkg's solution](#)

**2191.**

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: graphs, greedy, sortings  
[fkg's solution](#)

**2192.**

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math  
[fkg's solution](#)

**2193.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-16 · last AC: 2018-02-17 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths  
[fkg's solution](#)

**2194.**

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: binary search, data structures, math  
[fkg's solution](#)

**2195.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp  
[fkg's solution](#)

**2196.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: data structures, dsu, flows, implementation, two pointers  
[fkg's solution](#)

**2197.**

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[fkg's solution](#)

**2198.**

114D

[Petr#](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings  
[fkg's solution](#)

**2199.**

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
[fkg's solution](#)

**2200.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees  
[fkg's solution](#)

**2201.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-29 · last AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[fkg's solution](#)

## 2202.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[fkg's solution](#)

## 2203.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[fkg's solution](#)

## 2204.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2017-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[fkg's solution](#)

## 2205.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[fkg's solution](#)

## 2206.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2017-05-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[fkg's solution](#)

## 2207.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[fkg's solution](#)

## 2208.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2000 · first AC: 2017-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[fkg's solution](#)

## 2209.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-04-15 · last AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[fkg's solution](#)

## 2210.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2017-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[fkg's solution](#)

## 2211.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 4,999 global accepts · Rating: 2000 · first AC: 2017-03-27 · last AC: 2017-03-28 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[tfg's solution](#)

**2212.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[tfg's solution](#)

**2213.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[tfg's solution](#)

**2214.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[tfg's solution](#)

**2215.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2017-02-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tfg's solution](#)

**2216.**

758D

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

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[tfg's solution](#)

**2217.**

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · GNU C++11 (first AC) · Tags: data structures

[tfg's solution](#)

**2218.**

629C

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

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-11-10 · GNU C++11 (first AC) · Tags: dp, strings

[tfg's solution](#)

**2219.**

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2016-10-07 · GNU C++11 (first AC) · Tags: graphs, implementation, shortest paths

[tfg's solution](#)

**2220.**

1077F2

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

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2018-11-16 · last AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[tfg's solution](#)

**2221.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[tfg's solution](#)

**2222.**

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

[fkg's solution](#)

**2223.**

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[fkg's solution](#)

**2224.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[fkg's solution](#)

**2225.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[fkg's solution](#)

**2226.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[fkg's solution](#)

**2227.**

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[fkg's solution](#)

**2228.**

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[fkg's solution](#)

**2229.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[fkg's solution](#)

**2230.**

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[fkg's solution](#)

**2231.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[fkg's solution](#)

**2232.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[fkg's solution](#)

**2233.**

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[fkg's solution](#)

**2234.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees  
[fkg's solution](#)

**2235.**

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[fkg's solution](#)

**2236.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2017-09-06 · last AC: 2025-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[fkg's solution](#)

**2237.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers  
[fkg's solution](#)

**2238.**

1000E

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

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees  
[fkg's solution](#)

**2239.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings  
[fkg's solution](#)

**2240.**

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[fkg's solution](#)

**2241.**

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[fkg's solution](#)

**2242.**

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[fkg's solution](#)

**2243.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers  
[fkg's solution](#)

**2244.**

2005E1

[Subtriangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation  
[fkg's solution](#)

**2245.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees  
[fkg's solution](#)

**2246.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, sortings  
[fkg's solution](#)

**2247.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**2248.**

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math  
[fkg's solution](#)

**2249.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings  
[fkg's solution](#)

**2250.**

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math  
[fkg's solution](#)

**2251.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers  
[fkg's solution](#)

**2252.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[fkg's solution](#)

**2253.**

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[fkg's solution](#)

**2254.**

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[fkg's solution](#)

**2255.**

1802F

[The way home](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[fkg's solution](#)

**2256.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[fkg's solution](#)

**2257.**

1799D2

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[fkg's solution](#)

**2258.**

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2018-02-15 · last AC: 2023-01-31 · GNU C++11 (first AC) · Tags: dp, geometry

[fkg's solution](#)

**2259.**

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[fkg's solution](#)

**2260.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[fkg's solution](#)

**2261.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[fkg's solution](#)

**2262.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp  
[fkg's solution](#)

**2263.**

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[fkg's solution](#)

**2264.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees  
[fkg's solution](#)

**2265.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees  
[fkg's solution](#)

**2266.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math  
[fkg's solution](#)

**2267.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees  
[fkg's solution](#)

**2268.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math  
[fkg's solution](#)

**2269.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle  
[fkg's solution](#)

**2270.**

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 2100 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[fkg's solution](#)

**2271.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search  
[fkg's solution](#)

**2272.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[tfg's solution](#)

**2273.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tfg's solution](#)

**2274.**

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[tfg's solution](#)

**2275.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[tfg's solution](#)

**2276.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[tfg's solution](#)

**2277.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[tfg's solution](#)

**2278.**

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**2279.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[tfg's solution](#)

**2280.**

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[tfg's solution](#)

**2281.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[tfg's solution](#)

**2282.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[tfg's solution](#)

**2283.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dp, greedy, trees

[tfg's solution](#)

**2284.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[tfg's solution](#)

**2285.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[tfg's solution](#)

**2286.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tfg's solution](#)

**2287.**

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[tfg's solution](#)

**2288.**

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[tfg's solution](#)

**2289.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[tfg's solution](#)

**2290.**

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, strings, two pointers

[tfg's solution](#)

**2291.**

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[tfg's solution](#)

**2292.**

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[fkg's solution](#)

**2293.**

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[fkg's solution](#)

**2294.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[fkg's solution](#)

**2295.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[fkg's solution](#)

**2296.**

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[fkg's solution](#)

**2297.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[fkg's solution](#)

**2298.**

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[fkg's solution](#)

**2299.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[fkg's solution](#)

**2300.**

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[fkg's solution](#)

**2301.**

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[fkg's solution](#)

**2302.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[fkg's solution](#)**2303.**

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[fkg's solution](#)**2304.**

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)**2305.**

1252G

[Performance Review](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)**2306.**

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[fkg's solution](#)**2307.**

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[fkg's solution](#)**2308.**

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2019-09-25 · last AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[fkg's solution](#)**2309.**

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[fkg's solution](#)**2310.**

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, greedy

[fkg's solution](#)**2311.**

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[fkg's solution](#)**2312.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures,

implementation

[fkg's solution](#)

**2313.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fkg's solution](#)

**2314.**

220C

[Little Elephant and Shifts](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2100 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

**2315.**

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fkg's solution](#)

**2316.**

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[fkg's solution](#)

**2317.**

894E

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

Quality: 3,089 global accepts · Rating: 2100 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[fkg's solution](#)

**2318.**

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[fkg's solution](#)

**2319.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · last AC: 2019-07-17 · GNU C++11 (first AC) · Tags: data structures, two pointers

[fkg's solution](#)

**2320.**

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[fkg's solution](#)

**2321.**

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[fkg's solution](#)

**2322.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[tfg's solution](#)

**2323.**

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[tfg's solution](#)

**2324.**

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[tfg's solution](#)

**2325.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[tfg's solution](#)

**2326.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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**2327.**

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory

[tfg's solution](#)

**2328.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

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**2329.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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**2330.**

1106E

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

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**2331.**

1098B

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Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

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**2332.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,188 global accepts · Rating: 2100 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

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**2333.**

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[tfg's solution](#)

**2334.**

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-18 · last AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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**2335.**

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

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**2336.**

1066F

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Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**2337.**

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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**2338.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

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**2339.**

1028D

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Quality: 1,822 global accepts · Rating: 2100 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, greedy

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**2340.**

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2018-08-31 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[tfg's solution](#)

**2341.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2018-07-22 · last AC: 2018-07-22 · GNU C++11 (first AC) · Tags: data structures, dp, math

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**2342.**

1005F

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

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-09 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[tfg's solution](#)

**2343.**

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory  
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**2344.**

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: dp  
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**2345.**

992D

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Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
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**2346.**

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: brute force, greedy  
[fkg's solution](#)

**2347.**

178D3

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Quality: 271 global accepts · Rating: 2100 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —  
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**2348.**

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2100 · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: dp  
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**2349.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees  
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**2350.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: dp, math, number theory  
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**2351.**

976E

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Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: greedy, sortings  
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**2352.**

414C

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Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer  
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**2353.**

960D

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Quality: 1,946 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: brute force, implementation, trees  
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**2354.**

960F

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Quality: 3,383 global accepts · Rating: 2100 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: data structures, dp, graphs  
[fkg's solution](#)

**2355.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees  
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**2356.**

955C

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Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: binary search, math, number theory  
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**2357.**

355E

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**2358.**

466E

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Quality: 2,617 global accepts · Rating: 2100 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees  
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**2359.**

466D

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Quality: 3,755 global accepts · Rating: 2100 · first AC: 2018-03-05 · GNU C++11 (first AC) · Tags: combinatorics, dp  
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**2360.**

936B

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Quality: 3,411 global accepts · Rating: 2100 · first AC: 2018-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs  
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**2361.**

542F

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Quality: 996 global accepts · Rating: 2100 · first AC: 2018-02-18 · last AC: 2018-02-18 · GNU C++11 (first AC) · Tags: dp, greedy  
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**2362.**

576C

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Quality: 4,177 global accepts · Rating: 2100 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings  
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**2363.**

576B

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Quality: 1,918 global accepts · Rating: 2100 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
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**2364.**

919E

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Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number

theory

[fkg's solution](#)

**2365.**

543B

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Quality: 4,580 global accepts · Rating: 2100 · first AC: 2017-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

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**2366.**

899F

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Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-12-17 · GNU C++11 (first AC) · Tags: data structures, strings

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**2367.**

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, strings

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**2368.**

877D

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Quality: 5,084 global accepts · Rating: 2100 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[fkg's solution](#)

**2369.**

847F

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Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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**2370.**

837E

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Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

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**2371.**

837D

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Quality: 7,524 global accepts · Rating: 2100 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

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**2372.**

827C

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Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

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**2373.**

821E

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Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

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**2374.**

540E

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**2375.**

591D

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

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**2376.**

811D

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Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

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**2377.**

587B

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Quality: 1,496 global accepts · Rating: 2100 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

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**2378.**

793D

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Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

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**2379.**

788B

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Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

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**2380.**

791D

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Rating: 2100 · first AC: 2017-03-18 · last AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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**2381.**

546E

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Quality: 4,309 global accepts · Rating: 2100 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

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**2382.**

768E

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Quality: 3,507 global accepts · Rating: 2100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

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**2383.**

767D

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Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

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**2384.**

766E

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Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-02-07 · last AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

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**2385.**

615E

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Quality: 1,061 global accepts · Rating: 2100 · first AC: 2017-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math  
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**2386.**

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-06 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings  
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**2387.**

752E

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Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers  
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**2388.**

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers  
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**2389.**

752D

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Rating: 2100 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, strings  
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**2390.**

730C

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Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar  
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**2391.**

632D

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Quality: 4,587 global accepts · Rating: 2100 · first AC: 2016-10-21 · last AC: 2016-10-21 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
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**2392.**

703C

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Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-09-16 · GNU C++11 (first AC) · Tags: geometry, implementation  
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**2393.**

47D

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Quality: 974 global accepts · Rating: 2200 · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
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**2394.**

2179H

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Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, math  
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**2395.**

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,681 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

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**2396.**

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, probabilities, trees

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**2397.**

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

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**2398.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

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**2399.**

2114G

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Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

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**2400.**

2056D

[Unique Median](#) · [Tutorial](#)

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**2401.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

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**2402.**

2140E1

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Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

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**2403.**

2137G

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Quality: 1,931 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

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**2404.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

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## 2405.

2108D

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

Quality: 2,418 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[tfg's solution](#)

## 2406.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[tfg's solution](#)

## 2407.

323B

[Tournament-graph](#) · [Tutorial](#)

Quality: 470 global accepts · Rating: 2200 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[tfg's solution](#)

## 2408.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

## 2409.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[tfg's solution](#)

## 2410.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[tfg's solution](#)

## 2411.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

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## 2412.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, interactive, trees

[tfg's solution](#)

## 2413.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[tfg's solution](#)

## 2414.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[tfg's solution](#)

**2415.**

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fg's solution](#)

**2416.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[fg's solution](#)

**2417.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[fg's solution](#)

**2418.**

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[fg's solution](#)

**2419.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[fg's solution](#)

**2420.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[fg's solution](#)

**2421.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[fg's solution](#)

**2422.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[fg's solution](#)

**2423.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[fg's solution](#)

**2424.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[fg's solution](#)

**2425.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[fkg's solution](#)

**2426.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[fkg's solution](#)

**2427.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[fkg's solution](#)

**2428.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[fkg's solution](#)

**2429.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[fkg's solution](#)

**2430.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[fkg's solution](#)

**2431.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[fkg's solution](#)

**2432.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[fkg's solution](#)

**2433.**

7D

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[fkg's solution](#)

**2434.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[fkg's solution](#)

**2435.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers  
[fg's solution](#)

**2436.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings  
[fg's solution](#)

**2437.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees  
[fg's solution](#)

**2438.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[fg's solution](#)

**2439.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[fg's solution](#)

**2440.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings  
[fg's solution](#)

**2441.**

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer  
[fg's solution](#)

**2442.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy  
[fg's solution](#)

**2443.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory  
[fg's solution](#)

**2444.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy  
[fg's solution](#)

**2445.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[fkg's solution](#)

**2446.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[fkg's solution](#)

**2447.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[fkg's solution](#)

**2448.**

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[fkg's solution](#)

**2449.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[fkg's solution](#)

**2450.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[fkg's solution](#)

**2451.**

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[fkg's solution](#)

**2452.**

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[fkg's solution](#)

**2453.**

1047D

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

Rating: 2200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[fkg's solution](#)

**2454.**

902D

[GCD of Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[fkg's solution](#)

**2455.**

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[fkg's solution](#)

**2456.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy  
[fkg's solution](#)

**2457.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy  
[fkg's solution](#)

**2458.**

819A

[Mister B and Boring Game](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: \*broken, games, greedy  
[fkg's solution](#)

**2459.**

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[fkg's solution](#)

**2460.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[fkg's solution](#)

**2461.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[fkg's solution](#)

**2462.**

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[fkg's solution](#)

**2463.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[fkg's solution](#)

**2464.**

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees  
[fkg's solution](#)

**2465.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[fkg's solution](#)

**2466.**

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers

[fkg's solution](#)

**2467.**

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[fkg's solution](#)

**2468.**

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[fkg's solution](#)

**2469.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[fkg's solution](#)

**2470.**

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[fkg's solution](#)

**2471.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[fkg's solution](#)

**2472.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[fkg's solution](#)

**2473.**

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[fkg's solution](#)

**2474.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[fkg's solution](#)

**2475.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[fkg's solution](#)

**2476.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[fkg's solution](#)

**2477.**

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · last AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[fkg's solution](#)

**2478.**

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

**2479.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[fkg's solution](#)

**2480.**

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[fkg's solution](#)

**2481.**

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

**2482.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[fkg's solution](#)

**2483.**

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2019-05-17 · last AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

**2484.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[fkg's solution](#)

**2485.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[fkg's solution](#)

**2486.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[fkg's solution](#)

### 2487.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[fkg's solution](#)

### 2488.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[fkg's solution](#)

### 2489.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[fkg's solution](#)

### 2490.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[fkg's solution](#)

### 2491.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[fkg's solution](#)

### 2492.

1117E

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

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[fkg's solution](#)

### 2493.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[fkg's solution](#)

### 2494.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[fkg's solution](#)

### 2495.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fkg's solution](#)

### 2496.

593C

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

Quality: 325 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**2497.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs

[tfg's solution](#)

**2498.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[tfg's solution](#)

**2499.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[tfg's solution](#)

**2500.**

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tfg's solution](#)

**2501.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[tfg's solution](#)

**2502.**

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[tfg's solution](#)

**2503.**

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees

[tfg's solution](#)

**2504.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tfg's solution](#)

**2505.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[tfg's solution](#)

**2506.**

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities

[tfg's solution](#)

**2507.**

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[ffg's solution](#)

**2508.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-05 · last AC: 2018-10-11 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[ffg's solution](#)

**2509.**

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[ffg's solution](#)

**2510.**

506B

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ffg's solution](#)

**2511.**

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[ffg's solution](#)

**2512.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: graphs

[ffg's solution](#)

**2513.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2018-06-07 · GNU C++11 (first AC) · Tags: dfs and similar, geometry, trees

[ffg's solution](#)

**2514.**

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: binary search, two pointers

[ffg's solution](#)

**2515.**

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation, math, ternary search

[ffg's solution](#)

**2516.**

178F2

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

Quality: 384 global accepts · Rating: 2200 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: dp, sortings, strings

[ffg's solution](#)

**2517.**

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2018-05-31 · GNU C++11 (first AC) · Tags: dp, greedy

[ffg's solution](#)

**2518.**

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[fkg's solution](#)

**2519.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[fkg's solution](#)

**2520.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[fkg's solution](#)

**2521.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[fkg's solution](#)

**2522.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[fkg's solution](#)

**2523.**

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[fkg's solution](#)

**2524.**

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[fkg's solution](#)

**2525.**

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-03-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[fkg's solution](#)

**2526.**

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, geometry

[fkg's solution](#)

**2527.**

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2018-03-13 · last AC: 2018-03-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[fkg's solution](#)

**2528.**

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2018-03-13 · GNU C++11 (first AC) · Tags: brute force, data structures, math, sortings

[fkg's solution](#)

**2529.**

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2018-03-12 · GNU C++11 (first AC) · Tags: greedy, math

[fkg's solution](#)

**2530.**

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[fkg's solution](#)

**2531.**

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · GNU C++11 (first AC) · Tags: binary search, dp, trees

[fkg's solution](#)

**2532.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: greedy

[fkg's solution](#)

**2533.**

454E

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[fkg's solution](#)

**2534.**

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2018-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[fkg's solution](#)

**2535.**

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-07 · last AC: 2018-02-08 · GNU C++11 (first AC) · Tags: dp

[fkg's solution](#)

**2536.**

477C

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

Rating: 2200 · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: dp

[fkg's solution](#)

**2537.**

548C

[Mike and Frog](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-01-21 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[fkg's solution](#)

**2538.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[fkg's solution](#)

**2539.**

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[fkg's solution](#)

**2540.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-19 · GNU C++11 (first AC) · Tags: brute force, data structures, trees  
[fkg's solution](#)

**2541.**

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: implementation  
[fkg's solution](#)

**2542.**

114E

[Double Happiness](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-28 · last AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[fkg's solution](#)

**2543.**

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy  
[fkg's solution](#)

**2544.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · last AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[fkg's solution](#)

**2545.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2017-07-30 · last AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers  
[fkg's solution](#)

**2546.**

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[fkg's solution](#)

**2547.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math  
[fkg's solution](#)

**2548.**

591E

[Three States](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[fkg's solution](#)

**2549.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[fkg's solution](#)

**2550.**

806C

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

Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[fkg's solution](#)

### 2551.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-20 · last AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[fkg's solution](#)

### 2552.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2016-11-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[fkg's solution](#)

### 2553.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-10-20 · last AC: 2016-10-24 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[fkg's solution](#)

### 2554.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-16 · last AC: 2016-10-16 · GNU C++11 (first AC) · Tags: dp, games

[fkg's solution](#)

### 2555.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,388 global accepts · Rating: 2200 · first AC: 2016-10-12 · last AC: 2016-10-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs

[fkg's solution](#)

### 2556.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-11 · last AC: 2016-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[fkg's solution](#)

### 2557.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[fkg's solution](#)

### 2558.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[fkg's solution](#)

### 2559.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[fkg's solution](#)

### 2560.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[ffg's solution](#)

## 2561.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[ffg's solution](#)

## 2562.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[ffg's solution](#)

## 2563.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[ffg's solution](#)

## 2564.

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[ffg's solution](#)

## 2565.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,398 global accepts · Rating: 2300 · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[ffg's solution](#)

## 2566.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[ffg's solution](#)

## 2567.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[ffg's solution](#)

## 2568.

1916E

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ffg's solution](#)

## 2569.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[ffg's solution](#)

**2570.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[fkg's solution](#)

**2571.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[fkg's solution](#)

**2572.**

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[fkg's solution](#)

**2573.**

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[fkg's solution](#)

**2574.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[fkg's solution](#)

**2575.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[fkg's solution](#)

**2576.**

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[fkg's solution](#)

**2577.**

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

[fkg's solution](#)

**2578.**

1983E

[I Love Balls](#) · [Tutorial](#)

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

[fkg's solution](#)

**2579.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[tfg's solution](#)

**2580.**

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

[tfg's solution](#)

**2581.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**2582.**

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**2583.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[tfg's solution](#)

**2584.**

1864F

[Exotic Queries](#) · [Tutorial](#)

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

[tfg's solution](#)

**2585.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[tfg's solution](#)

**2586.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[tfg's solution](#)

**2587.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[tfg's solution](#)

**2588.**

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

[tfg's solution](#)

**2589.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[fkg's solution](#)

### 2590.

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[fkg's solution](#)

### 2591.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[fkg's solution](#)

### 2592.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[fkg's solution](#)

### 2593.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[fkg's solution](#)

### 2594.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[fkg's solution](#)

### 2595.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[fkg's solution](#)

### 2596.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[fkg's solution](#)

### 2597.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[fkg's solution](#)

### 2598.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[fkg's solution](#)

### 2599.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, sortings

[fkg's solution](#)

**2600.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[fkg's solution](#)

**2601.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[fkg's solution](#)

**2602.**

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[fkg's solution](#)

**2603.**

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[fkg's solution](#)

**2604.**

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[fkg's solution](#)

**2605.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[fkg's solution](#)

**2606.**

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[fkg's solution](#)

**2607.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[fkg's solution](#)

**2608.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[fkg's solution](#)

**2609.**

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[tfg's solution](#)

**2610.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[tfg's solution](#)

**2611.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tfg's solution](#)

**2612.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-06-17 · last AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[tfg's solution](#)

**2613.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[tfg's solution](#)

**2614.**

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[tfg's solution](#)

**2615.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[tfg's solution](#)

**2616.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[tfg's solution](#)

**2617.**

1042E

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

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[tfg's solution](#)

**2618.**

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[tfg's solution](#)

**2619.**

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[tfg's solution](#)

**2620.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[fkg's solution](#)

**2621.**

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[fkg's solution](#)

**2622.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, sortings

[fkg's solution](#)

**2623.**

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[fkg's solution](#)

**2624.**

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[fkg's solution](#)

**2625.**

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[fkg's solution](#)

**2626.**

879D

[Teams Formation](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

**2627.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[fkg's solution](#)

**2628.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fkg's solution](#)

**2629.**

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[fkg's solution](#)

**2630.**

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[fkg's solution](#)

### 2631.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[fkg's solution](#)

### 2632.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[fkg's solution](#)

### 2633.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[fkg's solution](#)

### 2634.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2019-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[fkg's solution](#)

### 2635.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[fkg's solution](#)

### 2636.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy

[fkg's solution](#)

### 2637.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[fkg's solution](#)

### 2638.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-11 · last AC: 2019-01-15 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[fkg's solution](#)

### 2639.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[fkg's solution](#)

### 2640.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[fkg's solution](#)

**2641.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures  
[fkg's solution](#)

**2642.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees  
[fkg's solution](#)

**2643.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, dsu  
[fkg's solution](#)

**2644.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[fkg's solution](#)

**2645.**

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[fkg's solution](#)

**2646.**

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[fkg's solution](#)

**2647.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · last AC: 2018-10-20 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math  
[fkg's solution](#)

**2648.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings  
[fkg's solution](#)

**2649.**

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[fkg's solution](#)

**2650.**

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: data structures  
[fkg's solution](#)

**2651.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-20 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[tfg's solution](#)

**2652.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[tfg's solution](#)

**2653.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2018-05-28 · Java 8 (first AC) · Tags: combinatorics, dp

[tfg's solution](#)

**2654.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[tfg's solution](#)

**2655.**

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2018-04-27 · last AC: 2018-04-28 · GNU C++11 (first AC) · Tags: data structures, math

[tfg's solution](#)

**2656.**

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2018-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[tfg's solution](#)

**2657.**

167C

[Wizards and Numbers](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2300 · first AC: 2018-04-20 · GNU C++11 (first AC) · Tags: games, math

[tfg's solution](#)

**2658.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[tfg's solution](#)

**2659.**

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2018-03-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tfg's solution](#)

**2660.**

893F

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

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: data structures, trees

[tfg's solution](#)

**2661.**

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2018-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[tfg's solution](#)

**2662.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2018-02-25 · last AC: 2018-02-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[tfg's solution](#)

**2663.**

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[tfg's solution](#)

**2664.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[tfg's solution](#)

**2665.**

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2018-02-12 · GNU C++11 (first AC) · Tags: brute force, dp

[tfg's solution](#)

**2666.**

548E

[Mike and Foam](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-01-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[tfg's solution](#)

**2667.**

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2017-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[tfg's solution](#)

**2668.**

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-27 · GNU C++11 (first AC) · Tags: data structures, greedy

[tfg's solution](#)

**2669.**

883C

[Downloading B++](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: binary search, implementation

[tfg's solution](#)

**2670.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: data structures, flows, hashing

[tfg's solution](#)

**2671.**

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2017-10-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[tfg's solution](#)

**2672.**

445D

[DZY Loves FFT](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-08 · last AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[tfg's solution](#)

**2673.**

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers  
[fkg's solution](#)

**2674.**

424D

[Biathlon Track](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2017-09-12 · last AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp  
[fkg's solution](#)

**2675.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy  
[fkg's solution](#)

**2676.**

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[fkg's solution](#)

**2677.**

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: games, trees  
[fkg's solution](#)

**2678.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings  
[fkg's solution](#)

**2679.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: games  
[fkg's solution](#)

**2680.**

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities, sortings  
[fkg's solution](#)

**2681.**

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings  
[fkg's solution](#)

**2682.**

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[fkg's solution](#)

**2683.**

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[ffg's solution](#)

## 2684.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-19 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[ffg's solution](#)

## 2685.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[ffg's solution](#)

## 2686.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ffg's solution](#)

## 2687.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 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

[ffg's solution](#)

## 2688.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[ffg's solution](#)

## 2689.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[ffg's solution](#)

## 2690.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ffg's solution](#)

## 2691.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[ffg's solution](#)

## 2692.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[ffg's solution](#)

**2693.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[tfg's solution](#)

**2694.**

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[tfg's solution](#)

**2695.**

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[tfg's solution](#)

**2696.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[tfg's solution](#)

**2697.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[tfg's solution](#)

**2698.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2017-01-26 · last AC: 2025-04-10 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[tfg's solution](#)

**2699.**

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[tfg's solution](#)

**2700.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[tfg's solution](#)

**2701.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[tfg's solution](#)

**2702.**

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, implementation

[tfg's solution](#)

**2703.**

277C

[Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: games, implementation

[tfg's solution](#)

**2704.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[tfg's solution](#)

**2705.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[tfg's solution](#)

**2706.**

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**2707.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[tfg's solution](#)

**2708.**

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[tfg's solution](#)

**2709.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[tfg's solution](#)

**2710.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[tfg's solution](#)

**2711.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[tfg's solution](#)

**2712.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**2713.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[fkg's solution](#)

**2714.**

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

[fkg's solution](#)

**2715.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[fkg's solution](#)

**2716.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[fkg's solution](#)

**2717.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[fkg's solution](#)

**2718.**

699E

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[fkg's solution](#)

**2719.**

1852C

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

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[fkg's solution](#)

**2720.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[fkg's solution](#)

**2721.**

583E

[Superior Periodic Subarrays](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[fkg's solution](#)

**2722.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[fkg's solution](#)

**2723.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[fkg's solution](#)

**2724.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[fkg's solution](#)

**2725.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 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

[fkg's solution](#)

**2726.**

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

[fkg's solution](#)

**2727.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[fkg's solution](#)

**2728.**

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[fkg's solution](#)

**2729.**

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[fkg's solution](#)

**2730.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[fkg's solution](#)

**2731.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[fkg's solution](#)

**2732.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[tfg's solution](#)

**2733.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[tfg's solution](#)

**2734.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[tfg's solution](#)

**2735.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[tfg's solution](#)

**2736.**

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[tfg's solution](#)

**2737.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tfg's solution](#)

**2738.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[tfg's solution](#)

**2739.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[tfg's solution](#)

**2740.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-03-23 · last AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[tfg's solution](#)

**2741.**

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: math

[tfg's solution](#)

**2742.**

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[tfg's solution](#)

**2743.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[tfg's solution](#)

**2744.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[tfg's solution](#)

**2745.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2021-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[tfg's solution](#)

**2746.**

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[tfg's solution](#)

**2747.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[tfg's solution](#)

**2748.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[tfg's solution](#)

**2749.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[tfg's solution](#)

**2750.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[tfg's solution](#)

**2751.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tfg's solution](#)

**2752.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[tfg's solution](#)

**2753.**

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[tfg's solution](#)

**2754.**

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[tfg's solution](#)

**2755.**

1403A

[The Potion of Great Power](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: \*special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[tfg's solution](#)

**2756.**

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[tfg's solution](#)

**2757.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[tfg's solution](#)

**2758.**

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, flows

[tfg's solution](#)

**2759.**

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2020-07-05 · last AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[tfg's solution](#)

**2760.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[tfg's solution](#)

**2761.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[tfg's solution](#)

**2762.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[tfg's solution](#)

**2763.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-20 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[tfg's solution](#)

**2764.**

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2020-06-19 · last AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory

[tfg's solution](#)

**2765.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tfg's solution](#)

**2766.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[tfg's solution](#)

**2767.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[tfg's solution](#)

**2768.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2020-04-28 · last AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[tfg's solution](#)

**2769.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2020-04-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[tfg's solution](#)

**2770.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tfg's solution](#)

**2771.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[tfg's solution](#)

**2772.**

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2020-02-24 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[tfg's solution](#)

**2773.**

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[fkg's solution](#)

**2774.**

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[fkg's solution](#)

**2775.**

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[fkg's solution](#)

**2776.**

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, probabilities  
[fkg's solution](#)

**2777.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[fkg's solution](#)

**2778.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[fkg's solution](#)

**2779.**

1263F

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

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees  
[fkg's solution](#)

**2780.**

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory  
[fkg's solution](#)

**2781.**

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle  
[fkg's solution](#)

**2782.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[fkg's solution](#)

**2783.**

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[fkg's solution](#)

### 2784.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[fkg's solution](#)

### 2785.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[fkg's solution](#)

### 2786.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[fkg's solution](#)

### 2787.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[fkg's solution](#)

### 2788.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[fkg's solution](#)

### 2789.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fkg's solution](#)

### 2790.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · last AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[fkg's solution](#)

### 2791.

1218D

[Xor Spanning Tree](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs

[fkg's solution](#)

### 2792.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2400 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[fkg's solution](#)

### 2793.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[tfg's solution](#)

**2794.**

1202E

[You Are Given Some Strings... · Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-07 · last AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[tfg's solution](#)

**2795.**

226C

[Anniversary · Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[tfg's solution](#)

**2796.**

1088E

[Ehab and a component choosing problem · Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[tfg's solution](#)

**2797.**

220E

[Little Elephant and Inversions · Tutorial](#)

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[tfg's solution](#)

**2798.**

533F

[Encoding · Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[tfg's solution](#)

**2799.**

1184E3

[Daleks' Invasion \(hard\) · Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[tfg's solution](#)

**2800.**

484D

[Kindergarten · Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[tfg's solution](#)

**2801.**

1163E

[Magical Permutation · Tutorial](#)

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[tfg's solution](#)

**2802.**

1161D

[Palindrome XOR · Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[tfg's solution](#)

**2803.**

1152E

[Neko and Flashback · Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tfg's solution](#)

**2804.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[fkg's solution](#)**2805.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[fkg's solution](#)**2806.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[fkg's solution](#)**2807.**

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-03-15 · last AC: 2019-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[fkg's solution](#)**2808.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[fkg's solution](#)**2809.**

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[fkg's solution](#)**2810.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[fkg's solution](#)**2811.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[fkg's solution](#)**2812.**

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory

[fkg's solution](#)**2813.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[fkg's solution](#)

**2814.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[fkg's solution](#)

**2815.**

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[fkg's solution](#)

**2816.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[fkg's solution](#)

**2817.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · last AC: 2019-01-03 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[fkg's solution](#)

**2818.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[fkg's solution](#)

**2819.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2018-12-15 · last AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

**2820.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fkg's solution](#)

**2821.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[fkg's solution](#)

**2822.**

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[fkg's solution](#)

**2823.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[fkg's solution](#)

**2824.**

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[fkg's solution](#)

## 2825.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2018-11-13 · last AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[fkg's solution](#)

## 2826.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2018-10-31 · last AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: hashing, number theory

[fkg's solution](#)

## 2827.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[fkg's solution](#)

## 2828.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[fkg's solution](#)

## 2829.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fkg's solution](#)

## 2830.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees

[fkg's solution](#)

## 2831.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[fkg's solution](#)

## 2832.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2018-10-02 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[fkg's solution](#)

## 2833.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[fkg's solution](#)

## 2834.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · last AC: 2018-09-07 · GNU C++11 (first AC) · Tags: fft, geometry, number theory

[tfg's solution](#)

**2835.**

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[tfg's solution](#)

**2836.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2018-09-06 · last AC: 2018-09-06 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[tfg's solution](#)

**2837.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**2838.**

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2018-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**2839.**

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: geometry, hashing, strings

[tfg's solution](#)

**2840.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[tfg's solution](#)

**2841.**

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: data structures, dp, number theory

[tfg's solution](#)

**2842.**

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2018-07-06 · GNU C++11 (first AC) · Tags: dp, probabilities, two pointers

[tfg's solution](#)

**2843.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · last AC: 2018-06-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[tfg's solution](#)

**2844.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2018-06-10 · last AC: 2018-06-11 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[tfg's solution](#)

**2845.**

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees  
[fkg's solution](#)

**2846.**

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2018-06-06 · GNU C++11 (first AC) · Tags: data structures, sortings  
[fkg's solution](#)

**2847.**

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[fkg's solution](#)

**2848.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[fkg's solution](#)

**2849.**

332D

[Theft of Blueprints](#) · [Tutorial](#)

Quality: 417 global accepts · Rating: 2400 · first AC: 2018-05-13 · Java 8 (first AC) · Tags: graphs, math  
[fkg's solution](#)

**2850.**

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[fkg's solution](#)

**2851.**

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-08 · last AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[fkg's solution](#)

**2852.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2018-04-25 · last AC: 2018-04-28 · GNU C++11 (first AC) · Tags: data structures, math, number theory  
[fkg's solution](#)

**2853.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2018-04-27 · GNU C++11 (first AC) · Tags: dp, trees, two pointers  
[fkg's solution](#)

**2854.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2018-03-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices  
[fkg's solution](#)

**2855.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2018-02-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[fkg's solution](#)

**2856.**

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: data structures, dp  
[fkg's solution](#)

**2857.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2018-02-15 · last AC: 2018-02-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[fkg's solution](#)

**2858.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, number theory  
[fkg's solution](#)

**2859.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2018-01-05 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers  
[fkg's solution](#)

**2860.**

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[fkg's solution](#)

**2861.**

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing  
[fkg's solution](#)

**2862.**

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-28 · last AC: 2017-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees  
[fkg's solution](#)

**2863.**

847J

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

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs  
[fkg's solution](#)

**2864.**

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
[fkg's solution](#)

**2865.**

759D

[Bacterial Melee](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-01-22 · GNU C++11 (first AC) · Tags: dp  
[fkg's solution](#)

**2866.**

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2016-12-20 · last AC: 2016-12-20 · GNU C++11 (first AC) · Tags: data structures, probabilities

[ffg's solution](#)

**2867.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · last AC: 2026-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math

[ffg's solution](#)

**2868.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[ffg's solution](#)

**2869.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[ffg's solution](#)

**2870.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[ffg's solution](#)

**2871.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings

[ffg's solution](#)

**2872.**

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[ffg's solution](#)

**2873.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[ffg's solution](#)

**2874.**

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[ffg's solution](#)

**2875.**

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ffg's solution](#)

**2876.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[tfg's solution](#)

**2877.**

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[tfg's solution](#)

**2878.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**2879.**

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tfg's solution](#)

**2880.**

2059E1

[Stop Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[tfg's solution](#)

**2881.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[tfg's solution](#)

**2882.**

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy, implementation

[tfg's solution](#)

**2883.**

1983F

[array-value](#) · [Tutorial](#)

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

[tfg's solution](#)

**2884.**

1987F1

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

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tfg's solution](#)

**2885.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[tfg's solution](#)

**2886.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-18 · last AC: 2024-05-07 · GNU C++11 (first AC) · Tags: binary search, data structures

[tfg's solution](#)

**2887.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tfg's solution](#)

**2888.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tfg's solution](#)

**2889.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[tfg's solution](#)

**2890.**

1847F

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

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[tfg's solution](#)

**2891.**

1834F

[Typewriter](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[tfg's solution](#)

**2892.**

1824C

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

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[tfg's solution](#)

**2893.**

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[tfg's solution](#)

**2894.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[tfg's solution](#)

**2895.**

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tfg's solution](#)

**2896.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[fkg's solution](#)

**2897.**

1647E

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

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[fkg's solution](#)

**2898.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[fkg's solution](#)

**2899.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[fkg's solution](#)

**2900.**

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[fkg's solution](#)

**2901.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[fkg's solution](#)

**2902.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[fkg's solution](#)

**2903.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[fkg's solution](#)

**2904.**

1497E2

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

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[fkg's solution](#)

**2905.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[fkg's solution](#)

**2906.**

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[fkg's solution](#)

**2907.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[fkg's solution](#)

**2908.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[fkg's solution](#)

**2909.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[fkg's solution](#)

**2910.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[fkg's solution](#)

**2911.**

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[fkg's solution](#)

**2912.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-26 · last AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[fkg's solution](#)

**2913.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[fkg's solution](#)

**2914.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dfs and similar, trees

[fkg's solution](#)

**2915.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[fkg's solution](#)

**2916.**

384D

[Volcanoes](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tfg's solution](#)

**2917.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[tfg's solution](#)

**2918.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tfg's solution](#)

**2919.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[tfg's solution](#)

**2920.**

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[tfg's solution](#)

**2921.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[tfg's solution](#)

**2922.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[tfg's solution](#)

**2923.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-10-24 · last AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft

[tfg's solution](#)

**2924.**

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[tfg's solution](#)

**2925.**

1236E

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

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[tfg's solution](#)

**2926.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[tfg's solution](#)

**2927.**

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[tfg's solution](#)

**2928.**

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 2500 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[tfg's solution](#)

**2929.**

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[tfg's solution](#)

**2930.**

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[tfg's solution](#)

**2931.**

434C

[Tachibana Kanade's Tofu](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-08-26 · last AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tfg's solution](#)

**2932.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2019-08-22 · Python 2 (first AC) · Tags: binary search, constructive algorithms, math

[tfg's solution](#)

**2933.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-02-18 · last AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tfg's solution](#)

**2934.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[tfg's solution](#)

**2935.**

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2019-05-22 · last AC: 2019-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[tfg's solution](#)

**2936.**

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[fkg's solution](#)

**2937.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees  
[fkg's solution](#)

**2938.**

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
[fkg's solution](#)

**2939.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation  
[fkg's solution](#)

**2940.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-02-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[fkg's solution](#)

**2941.**

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar  
[fkg's solution](#)

**2942.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy, math  
[fkg's solution](#)

**2943.**

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory  
[fkg's solution](#)

**2944.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[fkg's solution](#)

**2945.**

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: binary search, dp, math  
[fkg's solution](#)

**2946.**

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[fkg's solution](#)

**2947.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[fkg's solution](#)

**2948.**

1073F

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

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[fkg's solution](#)

**2949.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[fkg's solution](#)

**2950.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math

[fkg's solution](#)

**2951.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math

[fkg's solution](#)

**2952.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: brute force, math

[fkg's solution](#)

**2953.**

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[fkg's solution](#)

**2954.**

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: —

[fkg's solution](#)

**2955.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · last AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[fkg's solution](#)

**2956.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2017-01-27 · last AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[fkg's solution](#)

**2957.**

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: combinatorics, dp

[tfg's solution](#)

**2958.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2018-04-30 · GNU C++11 (first AC) · Tags: flows, graphs

[tfg's solution](#)

**2959.**

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers

[tfg's solution](#)

**2960.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2018-02-27 · GNU C++11 (first AC) · Tags: data structures, strings

[tfg's solution](#)

**2961.**

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: implementation, math

[tfg's solution](#)

**2962.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2017-12-21 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[tfg's solution](#)

**2963.**

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2017-10-27 · last AC: 2017-10-27 · GNU C++11 (first AC) · Tags: dsu

[tfg's solution](#)

**2964.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[tfg's solution](#)

**2965.**

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[tfg's solution](#)

**2966.**

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[tfg's solution](#)

**2967.**

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings

[tfg's solution](#)

**2968.**

791E

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tfg's solution](#)

**2969.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-10-20 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[tfg's solution](#)

**2970.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

[tfg's solution](#)

**2971.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[tfg's solution](#)

**2972.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[tfg's solution](#)

**2973.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[tfg's solution](#)

**2974.**

2132G

[Famous Choreographer](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2600 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, implementation, strings

[tfg's solution](#)

**2975.**

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[tfg's solution](#)

**2976.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[tfg's solution](#)

**2977.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[tfg's solution](#)

**2978.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[tfg's solution](#)

**2979.**

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

[tfg's solution](#)

**2980.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[tfg's solution](#)

**2981.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[tfg's solution](#)

**2982.**

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

[tfg's solution](#)

**2983.**

1848E

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

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[tfg's solution](#)

**2984.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tfg's solution](#)

**2985.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tfg's solution](#)

**2986.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2017-05-17 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[tfg's solution](#)

**2987.**

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[tfg's solution](#)

**2988.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[tfg's solution](#)

**2989.**

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy  
[fkg's solution](#)

**2990.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[fkg's solution](#)

**2991.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math  
[fkg's solution](#)

**2992.**

1430F

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[fkg's solution](#)

**2993.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[fkg's solution](#)

**2994.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory  
[fkg's solution](#)

**2995.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2020-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, games  
[fkg's solution](#)

**2996.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation  
[fkg's solution](#)

**2997.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs  
[fkg's solution](#)

**2998.**

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[fkg's solution](#)

**2999.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[fkg's solution](#)

**3000.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[fkg's solution](#)

**3001.**

480D

[Parcels](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 2600 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs  
[fkg's solution](#)

**3002.**

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: meet-in-the-middle  
[fkg's solution](#)

**3003.**

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[fkg's solution](#)

**3004.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers  
[fkg's solution](#)

**3005.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory  
[fkg's solution](#)

**3006.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · last AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees  
[fkg's solution](#)

**3007.**

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices  
[fkg's solution](#)

**3008.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities  
[fkg's solution](#)

**3009.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[fkg's solution](#)

**3010.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[fkg's solution](#)

**3011.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[fkg's solution](#)

**3012.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

**3013.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[fkg's solution](#)

**3014.**

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[fkg's solution](#)

**3015.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[fkg's solution](#)

**3016.**

249C

[Piglet's Birthday](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[fkg's solution](#)

**3017.**

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[fkg's solution](#)

**3018.**

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

**3019.**

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings  
[fkg's solution](#)

**3020.**

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2019-09-16 · last AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[fkg's solution](#)

**3021.**

1240D

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

Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing  
[fkg's solution](#)

**3022.**

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[fkg's solution](#)

**3023.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math  
[fkg's solution](#)

**3024.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings  
[fkg's solution](#)

**3025.**

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu  
[fkg's solution](#)

**3026.**

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings  
[fkg's solution](#)

**3027.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees  
[fkg's solution](#)

**3028.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2019-09-05 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees  
[fkg's solution](#)

**3029.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[fkg's solution](#)

**3030.**

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities  
[fkg's solution](#)

**3031.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[fkg's solution](#)

**3032.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[fkg's solution](#)

**3033.**

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2018-04-14 · last AC: 2019-03-21 · GNU C++11 (first AC) · Tags: fft  
[fkg's solution](#)

**3034.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[fkg's solution](#)

**3035.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive  
[fkg's solution](#)

**3036.**

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs  
[fkg's solution](#)

**3037.**

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: games  
[fkg's solution](#)

**3038.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures  
[fkg's solution](#)

**3039.**

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tfg's solution](#)

### 3040.

150D

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

Quality: 738 global accepts · Rating: 2600 · first AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[tfg's solution](#)

### 3041.

536C

[Tavas and Pashmaks](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-03 · GNU C++11 (first AC) · Tags: geometry, math

[tfg's solution](#)

### 3042.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, strings

[tfg's solution](#)

### 3043.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer

[tfg's solution](#)

### 3044.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2018-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[tfg's solution](#)

### 3045.

982E

[Billiard](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[tfg's solution](#)

### 3046.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: number theory

[tfg's solution](#)

### 3047.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-01 · GNU C++11 (first AC) · Tags: geometry

[tfg's solution](#)

### 3048.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2018-03-23 · GNU C++11 (first AC) · Tags: dp, trees

[tfg's solution](#)

### 3049.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2018-02-19 · last AC: 2018-02-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[tfg's solution](#)

### 3050.

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2018-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, hashing, math, number

theory

[ffg's solution](#)

**3051.**

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: games, graphs, shortest paths

[ffg's solution](#)

**3052.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[ffg's solution](#)

**3053.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[ffg's solution](#)

**3054.**

703E

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

Quality: 670 global accepts · Rating: 2600 · first AC: 2017-03-30 · GNU C++11 (first AC) · Tags: dp, number theory

[ffg's solution](#)

**3055.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2017-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[ffg's solution](#)

**3056.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2016-11-13 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[ffg's solution](#)

**3057.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[ffg's solution](#)

**3058.**

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[ffg's solution](#)

**3059.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ffg's solution](#)

**3060.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[ffg's solution](#)

**3061.**

2009G3

[Yunli's Subarray Queries \(extreme version\) · Tutorial](#)

Quality: 532 global accepts · Rating: 2700 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[fkg's solution](#)

**3062.**

2104G

[Modulo 3 · Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[fkg's solution](#)

**3063.**

2077E

[Another Folding Strip · Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[fkg's solution](#)

**3064.**

2068H

[Statues · Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[fkg's solution](#)

**3065.**

2073H

[Secret Lilies and Roses · Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[fkg's solution](#)

**3066.**

2063F2

[Counting Is Not Fun \(Hard Version\) · Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[fkg's solution](#)

**3067.**

860E

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

Quality: 507 global accepts · Rating: 2700 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[fkg's solution](#)

**3068.**

1804F

[Approximate Diameter · Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[fkg's solution](#)

**3069.**

1799F

[Halve or Subtract · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[fkg's solution](#)

**3070.**

1782F

[Bracket Insertion · Tutorial](#)

Rating: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[fkg's solution](#)

**3071.**

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · last AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: hashing  
[fkg's solution](#)

**3072.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers  
[fkg's solution](#)

**3073.**

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2019-09-24 · last AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[fkg's solution](#)

**3074.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees  
[fkg's solution](#)

**3075.**

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths  
[fkg's solution](#)

**3076.**

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math  
[fkg's solution](#)

**3077.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[fkg's solution](#)

**3078.**

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings  
[fkg's solution](#)

**3079.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[fkg's solution](#)

**3080.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: flows, math  
[fkg's solution](#)

**3081.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[fkg's solution](#)

**3082.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[fkg's solution](#)

**3083.**

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, sortings

[fkg's solution](#)

**3084.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[fkg's solution](#)

**3085.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[fkg's solution](#)

**3086.**

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[fkg's solution](#)

**3087.**

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[fkg's solution](#)

**3088.**

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities, trees

[fkg's solution](#)

**3089.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, trees

[fkg's solution](#)

**3090.**

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[fkg's solution](#)

**3091.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[tfg's solution](#)

**3092.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[tfg's solution](#)

**3093.**

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[tfg's solution](#)

**3094.**

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2020-02-29 · last AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, math, sortings

[tfg's solution](#)

**3095.**

1279E

[New Year Permutations](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[tfg's solution](#)

**3096.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tfg's solution](#)

**3097.**

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[tfg's solution](#)

**3098.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[tfg's solution](#)

**3099.**

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[tfg's solution](#)

**3100.**

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[tfg's solution](#)

**3101.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[tfg's solution](#)

### 3102.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fkg's solution](#)

### 3103.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[fkg's solution](#)

### 3104.

879E

[Tournament](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[fkg's solution](#)

### 3105.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[fkg's solution](#)

### 3106.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[fkg's solution](#)

### 3107.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-07 · last AC: 2019-05-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar

[fkg's solution](#)

### 3108.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[fkg's solution](#)

### 3109.

1109E

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

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[fkg's solution](#)

### 3110.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

[fkg's solution](#)

### 3111.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[fkg's solution](#)

### 3112.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees  
[ffg's solution](#)

**3113.**

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2018-10-11 · last AC: 2018-10-12 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[ffg's solution](#)

**3114.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, trees  
[ffg's solution](#)

**3115.**

407D

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

Quality: 804 global accepts · Rating: 2700 · first AC: 2018-09-19 · GNU C++11 (first AC) · Tags: dp, hashing  
[ffg's solution](#)

**3116.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2018-09-10 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory  
[ffg's solution](#)

**3117.**

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2018-06-27 · GNU C++11 (first AC) · Tags: dp, probabilities  
[ffg's solution](#)

**3118.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory  
[ffg's solution](#)

**3119.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: data structures  
[ffg's solution](#)

**3120.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2018-02-20 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[ffg's solution](#)

**3121.**

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2018-02-16 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy  
[ffg's solution](#)

**3122.**

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-02-15 · last AC: 2018-02-16 · GNU C++11 (first AC) · Tags: data structures, dp, geometry  
[ffg's solution](#)

**3123.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2018-02-13 · GNU C++11 (first AC) · Tags: data structures  
[fkg's solution](#)

**3124.**

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2018-02-11 · GNU C++11 (first AC) · Tags: bitmasks  
[fkg's solution](#)

**3125.**

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: dp, matrices  
[fkg's solution](#)

**3126.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2017-09-26 · last AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[fkg's solution](#)

**3127.**

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2017-09-25 · last AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[fkg's solution](#)

**3128.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings  
[fkg's solution](#)

**3129.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees  
[fkg's solution](#)

**3130.**

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees  
[fkg's solution](#)

**3131.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities  
[fkg's solution](#)

**3132.**

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices  
[fkg's solution](#)

### 3133.

1949K

#### [Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2025-02-22 · last AC: 2025-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fkg's solution](#)

### 3134.

2069F

#### [Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[fkg's solution](#)

### 3135.

2055E

#### [Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings

[fkg's solution](#)

### 3136.

1938L

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

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[fkg's solution](#)

### 3137.

1819D

#### [Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[fkg's solution](#)

### 3138.

1810F

#### [M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[fkg's solution](#)

### 3139.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[fkg's solution](#)

### 3140.

1746F

#### [Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · last AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[fkg's solution](#)

### 3141.

1322D

#### [Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[fkg's solution](#)

### 3142.

1654F

#### [Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[fkg's solution](#)

**3143.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[fkg's solution](#)

**3144.**

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[fkg's solution](#)

**3145.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[fkg's solution](#)

**3146.**

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[fkg's solution](#)

**3147.**

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[fkg's solution](#)

**3148.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · last AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[fkg's solution](#)

**3149.**

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[fkg's solution](#)

**3150.**

1315F

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: strings

[fkg's solution](#)

**3151.**

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[fkg's solution](#)

**3152.**

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[fkg's solution](#)

**3153.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-27 · last AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[fkg's solution](#)

**3154.**

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math  
[fkg's solution](#)

**3155.**

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[fkg's solution](#)

**3156.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive  
[fkg's solution](#)

**3157.**

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers  
[fkg's solution](#)

**3158.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer  
[fkg's solution](#)

**3159.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[fkg's solution](#)

**3160.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry  
[fkg's solution](#)

**3161.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · last AC: 2018-10-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft, math  
[fkg's solution](#)

**3162.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: data structures, dp, trees  
[fkg's solution](#)

**3163.**

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2018-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers  
[fkg's solution](#)

**3164.**

360E

[Levko and Game](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2018-05-07 · last AC: 2018-05-07 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[fkg's solution](#)

**3165.**

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2017-12-29 · GNU C++11 (first AC) · Tags: dp, math

[fkg's solution](#)

**3166.**

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2017-03-31 · last AC: 2017-04-21 · GNU C++11 (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[fkg's solution](#)

**3167.**

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2017-03-31 · GNU C++11 (first AC) · Tags: data structures, number theory

[fkg's solution](#)

**3168.**

2162H

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

Quality: 314 global accepts · Rating: 2900 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[fkg's solution](#)

**3169.**

2153F

[Odd Queries on Odd Array](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 2900 · first AC: 2025-10-14 · last AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, implementation, trees

[fkg's solution](#)

**3170.**

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[fkg's solution](#)

**3171.**

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[fkg's solution](#)

**3172.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[fkg's solution](#)

**3173.**

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fkg's solution](#)

**3174.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[fkg's solution](#)

**3175.**

686E

[Optimal Point](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[fkg's solution](#)

**3176.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[fkg's solution](#)

**3177.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[fkg's solution](#)

**3178.**

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math  
[fkg's solution](#)

**3179.**

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry  
[fkg's solution](#)

**3180.**

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2900 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows  
[fkg's solution](#)

**3181.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[fkg's solution](#)

**3182.**

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths  
[fkg's solution](#)

**3183.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees  
[fkg's solution](#)

**3184.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math  
[fkg's solution](#)

**3185.**

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[fkg's solution](#)

**3186.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2020-08-27 · last AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[fkg's solution](#)

**3187.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures

[fkg's solution](#)

**3188.**

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2020-07-22 · last AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, geometry, math, sortings

[fkg's solution](#)

**3189.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2020-06-17 · last AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: flows

[fkg's solution](#)

**3190.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2017-03-31 · last AC: 2020-06-06 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[fkg's solution](#)

**3191.**

724E

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

Quality: 1,668 global accepts · Rating: 2900 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[fkg's solution](#)

**3192.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[fkg's solution](#)

**3193.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2019-02-24 · last AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[fkg's solution](#)

**3194.**

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2019-02-17 · last AC: 2019-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[fkg's solution](#)

**3195.**

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[fkg's solution](#)

**3196.**

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[fkg's solution](#)

**3197.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2018-09-06 · GNU C++11 (first AC) · Tags: dp, strings

[fkg's solution](#)

**3198.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2018-09-02 · last AC: 2018-09-02 · GNU C++11 (first AC) · Tags: brute force

[fkg's solution](#)

**3199.**

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2018-08-27 · GNU C++11 (first AC) · Tags: math

[fkg's solution](#)

**3200.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2018-04-25 · last AC: 2018-04-25 · GNU C++11 (first AC) · Tags: data structures

[fkg's solution](#)

**3201.**

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2018-02-16 · last AC: 2018-02-16 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs

[fkg's solution](#)

**3202.**

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2016-10-22 · last AC: 2016-10-22 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[fkg's solution](#)

**3203.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2016-10-13 · GNU C++11 (first AC) · Tags: combinatorics, dp

[fkg's solution](#)

**3204.**

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[fkg's solution](#)

**3205.**

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[fkg's solution](#)

### 3206.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[fkg's solution](#)

### 3207.

2070F

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

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[fkg's solution](#)

### 3208.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[fkg's solution](#)

### 3209.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows

[fkg's solution](#)

### 3210.

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[fkg's solution](#)

### 3211.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[fkg's solution](#)

### 3212.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[fkg's solution](#)

### 3213.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[fkg's solution](#)

### 3214.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[fkg's solution](#)

### 3215.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data

structures, divide and conquer, dp, math

[fkg's solution](#)

**3216.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[fkg's solution](#)

**3217.**

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[fkg's solution](#)

**3218.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[fkg's solution](#)

**3219.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[fkg's solution](#)

**3220.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2018-10-19 · last AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[fkg's solution](#)

**3221.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[fkg's solution](#)

**3222.**

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[fkg's solution](#)

**3223.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2019-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[fkg's solution](#)

**3224.**

1252I

[Mission Possible](#) · [Tutorial](#)

Quality: 35 global accepts · Rating: 3000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[fkg's solution](#)

**3225.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[fkg's solution](#)

**3226.**

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive, shortest paths  
[tfg's solution](#)

**3227.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-07-20 · last AC: 2019-07-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar  
[tfg's solution](#)

**3228.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees  
[tfg's solution](#)

**3229.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings  
[tfg's solution](#)

**3230.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2018-02-10 · last AC: 2018-02-13 · GNU C++11 (first AC) · Tags: dp, matrices  
[tfg's solution](#)

**3231.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2016-10-19 · last AC: 2016-10-20 · GNU C++11 (first AC) · Tags: combinatorics, number theory  
[tfg's solution](#)

**3232.**

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-09 · last AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory  
[tfg's solution](#)

**3233.**

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory  
[tfg's solution](#)

**3234.**

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math  
[tfg's solution](#)

**3235.**

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees  
[tfg's solution](#)

**3236.**

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities  
[fkg's solution](#)

**3237.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2022-12-16 · last AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[fkg's solution](#)

**3238.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy  
[fkg's solution](#)

**3239.**

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[fkg's solution](#)

**3240.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[fkg's solution](#)

**3241.**

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths  
[fkg's solution](#)

**3242.**

947E

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

Rating: 3100 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, matrices  
[fkg's solution](#)

**3243.**

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2018-10-08 · last AC: 2018-10-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[fkg's solution](#)

**3244.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2017-09-27 · last AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[fkg's solution](#)

**3245.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, trees  
[fkg's solution](#)

**3246.**

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math  
[fkg's solution](#)

**3247.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-03-15 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory  
[fkg's solution](#)

**3248.**

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices  
[fkg's solution](#)

**3249.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-10-01 · last AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[fkg's solution](#)

**3250.**

956F

[Minimal Subset Difference](#) · [Tutorial](#)

Rating: 3200 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
[fkg's solution](#)

**3251.**

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[fkg's solution](#)

**3252.**

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math  
[fkg's solution](#)

**3253.**

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs  
[fkg's solution](#)

**3254.**

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees  
[fkg's solution](#)

**3255.**

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp  
[fkg's solution](#)

**3256.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-27 · last AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[fkg's solution](#)

**3257.**

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[fkg's solution](#)

**3258.**

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry

[fkg's solution](#)

**3259.**

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[fkg's solution](#)

**3260.**

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[fkg's solution](#)

**3261.**

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[fkg's solution](#)

**3262.**

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2020-03-16 · last AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[fkg's solution](#)

**3263.**

866G

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

Rating: 3300 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[fkg's solution](#)

**3264.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[fkg's solution](#)

**3265.**

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-29 · last AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[fkg's solution](#)

**3266.**

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[fkg's solution](#)

### 3267.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[fkg's solution](#)

### 3268.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2019-09-24 · last AC: 2019-09-24 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[fkg's solution](#)

### 3269.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[fkg's solution](#)

### 3270.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2018-09-06 · last AC: 2018-09-06 · GNU C++11 (first AC) · Tags: data structures

[fkg's solution](#)

### 3271.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2018-12-24 · last AC: 2018-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[fkg's solution](#)

### 3272.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2018-10-18 · last AC: 2018-10-19 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[fkg's solution](#)

### 3273.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[fkg's solution](#)

### 3274.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[fkg's solution](#)

### 3275.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,759 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[fkg's solution](#)

### 3276.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data

structures, sortings

[fkg's solution](#)

**3277.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[fkg's solution](#)

**3278.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[fkg's solution](#)

**3279.**

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fkg's solution](#)

**3280.**

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fkg's solution](#)

**3281.**

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-24 · last AC: 2026-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[fkg's solution](#)

**3282.**

101741J

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

Rating: — · first AC: 2018-11-17 · last AC: 2026-01-31 · GNU C++11 (first AC) · Tags: —

[fkg's solution](#)

**3283.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · last AC: 2026-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[fkg's solution](#)

**3284.**

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-24 · last AC: 2026-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[fkg's solution](#)

**3285.**

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-06 · last AC: 2026-01-31 · GNU C++11 (first AC) · Tags: —

[fkg's solution](#)

**3286.**

103081K

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

Rating: — · first AC: 2021-06-26 · last AC: 2026-01-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[fkg's solution](#)

**3287.**

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3288.**

101550H

[Highest Tower](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3289.**

101550A

[Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3290.**

101550C

[Card Hand Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3291.**

101550G

[Game Rank](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3292.**

101550K

[Keeping the Dogs Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3293.**

101550F

[Fleecing the Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3294.**

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3295.**

101550D

[Daydreaming Stockbroker](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3296.**

101550J

[Jumbled Compass](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3297.**

101550E

[Exponential](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3298.**

106159D

[Djiffs Tijgu](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3299.**

106159N

[Nautic Issue](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[tfg's solution](#)

**3300.**

106159L

[Leveling Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3301.**

106159C

[Creating a Playlist](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3302.**

106159E

[Elementary Data Structure Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[tfg's solution](#)

**3303.**

106159K

[Kronos](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3304.**

106159B

[Bauru](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[tfg's solution](#)

**3305.**

106159J

[Jolly Game Night](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · PyPy 3-64 (first AC) · Tags: —

[tfg's solution](#)

**3306.**

106159M

[Mapping Tactics](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3307.**

106159A

[Analyzing the Race](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3308.**

106159H

[Hardcore Aura Farming](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3309.**

106159G

[Gelatos from Goiás](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3310.**

106159I

[Ivo saw the UVa](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3311.**

106159F

[Falatro](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3312.**

104544K

[The Backrooms](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3313.**

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3314.**

104544E

[Bad Luck Blackie](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3315.**

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3316.**

104544A

[Eh Seedie, Hot Bel Kherej](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3317.**

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3318.**

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3319.**

105911H

[Bingo Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3320.**

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3321.**

105911F

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

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3322.**

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3323.**

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3324.**

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3325.**

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3326.**

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3327.**

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3328.**

106073B

[Baralho Alho](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3329.**

106073H

[How many teams?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3330.**

106073G

[Generating patterns](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3331.**

106073L

[LLMs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3332.**

106073J

[João João](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3333.**

106073C

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

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3334.**

106073E

[Expansion of the road network](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3335.**

106073A

[A healthy menu](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3336.**

106073K

[Knockout, swiss and other kinds of tournaments](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3337.**

106073F

[Frangolino ali na mesa](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3338.**

106073M

[Minas Gerais' walls](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3339.**

105925K

[K Missing Elements](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3340.**

105925G

[Grover and His Special Paths](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3341.**

105925I

[Inspecting the Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3342.**

105925H

[Binary Palindromic Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3343.**

105925C

[Matrix Logic Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3344.**

105925B

[Periodic Search](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3345.**

105925M

[Spooky Movement at a Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3346.**

105925F

[Feynman Memorizing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3347.**

105925D

[Quantum Decoherence](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3348.**

105925L

[qPhones Production Line](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3349.**

105925J

[Journey of the Particles](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3350.**

105925E

[Particle Energization](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3351.**

105925A

[Ambiguous Schrödinger Cat](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3352.**

105278G

[Chocolate Volcano](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3353.**

105278I

[d-parkour](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3354.**

105278B

[Missing LDAP](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3355.**

105278F

[Pacman or Shot](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3356.**

105278L

[Strobogrammatic](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3357.**

105278C

[s-parkour](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3358.**

105278D

[Wise Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3359.**

105278H

[Emblems](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3360.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3361.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3362.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3363.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3364.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3365.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3366.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3367.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3368.**

105562A

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

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3369.**

105242H

[Banis Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3370.**

105242I

[Minimum XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3371.**

105242F

[Queries on Distincts](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3372.**

105242B

[Tree Tour](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3373.**

105242G

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

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3374.**

105242A

[Prefix GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3375.**

105242C

[Powerful String](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3376.**

105242D

[You Have Been Grid Squared](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3377.**

105242L

[Median of the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3378.**

105242M

[Taim and Zingers](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3379.**

105242J

[The Square Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · Python 3 (first AC) · Tags: —

[tfg's solution](#)

**3380.**

105242E

[Replace with MEX](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3381.**

102890N

[Network connection](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3382.**

102890H

[How to Work Less to Pass a Programming Course in Planet E-13](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3383.**

102890K

[K contestants](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3384.**

102890M

[Mathematics society problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3385.**

102890L

[Let's count words](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3386.**

102890I

[Is this the best deal?](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3387.**

102890G

[Gold Fever](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3388.**

102890E

[End of the year bonus](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3389.**

102890D

[Debugging the network](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3390.**

102890C

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

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3391.**

102890B

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

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3392.**

102890A

[Acing the contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3393.**

105811C

[Balloon Fiesta](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · last AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3394.**

105741J

[The Queen of Hearts](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3395.**

105741I

[The Tale of the Fisherman and the Fish](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3396.**

105740G

[Time is Moinkney](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3397.**

105740F

[Far Far Away](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3398.**

105740E

[Crumby Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3399.**

105740D

[The Gingerbread Man and Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3400.**

105740C

[Porridge Chef](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3401.**

105740B

[A Magical Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3402.**

105740A

[Bob and the Beanstalk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3403.**

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · last AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3404.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3405.**

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3406.**

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3407.**

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3408.**

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3409.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3410.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3411.**

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3412.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3413.**

104770H

[Yurik and Important Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3414.**

104770D

[Redrawn graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3415.**

105535G

[Gorgeous Summation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3416.**

105535I

[Imperial Decree](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3417.**

105535C

[Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3418.**

105535J

[Jolly Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3419.**

105535B

[Byte Pair Encoding](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3420.**

105535E

[Enter the Museum](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3421.**

105535K

[Know Your Duration of Stay](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3422.**

105535L

[Late Autumn Set of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3423.**

105535H

[Huh? Oh, Yes, Welcome to the Contest!](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3424.**

105535A

[Arithmetics and That's It](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3425.**

105706C

[Virtual Tree Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tfg's solution](#)

**3426.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-19 · last AC: 2024-04-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3427.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3428.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3429.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-19 · last AC: 2024-04-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3430.**

104767H

[Movers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3431.**

104767L

[Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3432.**

104767K

[Screamers in the Storm](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3433.**

104767J

[Proglute](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3434.**

104767I

[Natatorium](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3435.**

104767F

[Golem Coordinated Derby](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3436.**

104767E

[Fragmentation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3437.**

104767D

[Expressions](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3438.**

104767C

[Digitalisation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3439.**

104767B

[Clubbing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tfg's solution](#)

**3440.**

104767A

[Beth's Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · Python 3 (first AC) · Tags: —

[tfg's solution](#)

**3441.**

104990I

[Inspecting Spells](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3442.**

104990H

[Hidden Textland Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3443.**

104990G

[Gridtopia](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3444.**

104990F

[Friends Reunion at the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3445.**

104990E

[Enchanted Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3446.**

104990D

[Dynamic Park Pricing](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3447.**

104990C

[Counting Relative Lists](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3448.**

104990B

[Balindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3449.**

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3450.**

104555J

[Jumping to Victory](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3451.**

104505A

[Metaverse Real Estate](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3452.**

104505I

[Help the Aztecs](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3453.**

104505C

[Quasi-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3454.**

104505M

[Chavo's Barrel](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3455.**

104505E

[Long Live Mexico](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3456.**

104505B

[Maracas](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3457.**

104505J

[Indiana Jiang and the Temple of Kukulkan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3458.**

104505D

[Supermarket queue](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3459.**

104505G

[Choice hero](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3460.**

104505F

[Goalkeeper of 7 games \(or less\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3461.**

104505K

[Missing Cyan](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3462.**

103469K

[K-onstruction](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3463.**

104381N

[Hopscotch](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3464.**

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3465.**

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3466.**

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3467.**

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3468.**

104337H

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

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3469.**

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3470.**

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3471.**

104337M

[Different Billing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3472.**

104375K

[Kingdom Power C.](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tfg's solution](#)

**3473.**

104375J

[Jumping Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tfg's solution](#)

**3474.**

104375I

[Improving Chewing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3475.**

104375H

[Hell or paradise?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3476.**

104375G

[Growing game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3477.**

104375F

[Finding the Best Guess](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3478.**

104375E

[Employees Bonus](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3479.**

104375D

[Dynamic Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3480.**

104375C

[Counting Stars](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3481.**

104375B

[Bucket storing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3482.**

104375A

[Aliases](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3483.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3484.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3485.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3486.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3487.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3488.**

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3489.**

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3490.**

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3491.**

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3492.**

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3493.**

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3494.**

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3495.**

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3496.**

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3497.**

104025J

[Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3498.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3499.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3500.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3501.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3502.**

103931D

[Demonstrational sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3503.**

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3504.**

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3505.**

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · last AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3506.**

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3507.**

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3508.**

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3509.**

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3510.**

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3511.**

103960H

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

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3512.**

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3513.**

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3514.**

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3515.**

103960D

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

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3516.**

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3517.**

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3518.**

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3519.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3520.**

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3521.**

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3522.**

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3523.**

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3524.**

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3525.**

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3526.**

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3527.**

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3528.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[tfg's solution](#)

**3529.**

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[tfg's solution](#)

**3530.**

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[tfg's solution](#)

**3531.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[tfg's solution](#)

**3532.**

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[tfg's solution](#)

**3533.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[tfg's solution](#)

**3534.**

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[tfg's solution](#)

**3535.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[tfg's solution](#)

**3536.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[tfg's solution](#)

**3537.**

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tfg's solution](#)

**3538.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[tfg's solution](#)

**3539.**

102452H

[Hold the Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3540.**

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3541.**

102452K

[Key Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3542.**

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3543.**

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3544.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3545.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3546.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3547.**

103577I

[Impossible problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3548.**

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3549.**

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3550.**

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[fkg's solution](#)

**3551.**

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3552.**

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3553.**

103577G

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

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3554.**

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3555.**

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3556.**

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3557.**

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3558.**

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3559.**

102268E

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3560.**

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3561.**

102268C

[Cool Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3562.**

102268B

[Best Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3563.**

102268F

[Free Edges](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3564.**

103483H

[Lots of Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3565.**

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3566.**

103483E

[Fair Robbery](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3567.**

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3568.**

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3569.**

103483K

[Railroad sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3570.**

103483F

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

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3571.**

103483I

[Wheel of Fortune](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3572.**

103483A

[Natives](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3573.**

103415A

[Math Ball](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3574.**

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3575.**

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3576.**

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3577.**

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3578.**

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3579.**

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3580.**

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3581.**

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3582.**

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3583.**

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3584.**

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3585.**

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3586.**

103485E

[Protecting Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3587.**

103485A

[Trying to Impress Cleopatra](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3588.**

103485J

[Feedback Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3589.**

103485G

[The Diversity of the Library of Alexandria](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3590.**

103485K

[Tributes to the Pharaohs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3591.**

103485I

[On The Way To Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3592.**

103485H

[On the Way to Shopping - Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3593.**

103485M

[Constellation collection](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3594.**

103485O

[The perfect base](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3595.**

103485N

[Game Show](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3596.**

103485F

[Ramesses, Ra, and Roots](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3597.**

103485D

[Circular Pharaoh](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3598.**

103485C

[Construction of precious stones](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3599.**

103485B

[Carlitos and the end of the world!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3600.**

103328D

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

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tfg's solution](#)

**3601.**

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3602.**

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3603.**

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[tfg's solution](#)

**3604.**

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3605.**

103328I

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

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3606.**

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3607.**

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3608.**

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · last AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3609.**

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3610.**

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3611.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3612.**

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3613.**

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3614.**

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3615.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3616.**

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3617.**

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3618.**

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3619.**

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[tfg's solution](#)

**3620.**

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3621.**

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3622.**

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3623.**

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3624.**

103388F

[Freedom from Prison](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3625.**

103388A

[Assigning Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3626.**

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3627.**

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3628.**

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3629.**

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3630.**

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3631.**

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3632.**

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3633.**

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3634.**

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3635.**

103202D

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**3636.**

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**3637.**

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**3638.**

103202K

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**3639.**

103202I

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**3640.**

103202F

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**3641.**

103202G

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**3642.**

103202B

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**3643.**

103202A

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Rating: — · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3644.**

102916C

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Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**3645.**

102916I

[Chess Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3646.**

102916N

[Promove Checkmate](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3647.**

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3648.**

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3649.**

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**3650.**

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —

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**3651.**

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**3652.**

102916M

[Binary Search Tree](#) · [Tutorial](#)

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**3653.**

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3654.**

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3655.**

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**3656.**

103185I

[Impenetrable Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3657.**

103185J

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Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**3658.**

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3659.**

103185K

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Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3660.**

103185E

[Excellent Views](#) · [Tutorial](#)

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**3661.**

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

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**3662.**

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**3663.**

103185F

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**3664.**

103185C

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**3665.**

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**3666.**

103185N

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Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3667.**

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3668.**

103081C

[Safe Distance](#) · [Tutorial](#)

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**3669.**

103081A

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Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3670.**

103081L

[Restaurants](#) · [Tutorial](#)

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**3671.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3672.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3673.**

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3674.**

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3675.**

103081D

[Jogging](#) · [Tutorial](#)

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**3676.**

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · last AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3677.**

102978D

[Do Use FFT](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3678.**

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3679.**

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3680.**

102978G

[Games](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3681.**

101608K

[Running Threads](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3682.**

101608M

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Rating: — · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3683.**

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3684.**

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3685.**

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3686.**

103049E

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Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3687.**

103049D

[Dragon Balls](#) · [Tutorial](#)

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**3688.**

103049A

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Rating: — · first AC: 2021-05-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3689.**

102878H

[Treasure Hunt](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3690.**

102966N

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Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3691.**

102966I

[Integers Rectangle Challenge](#) · [Tutorial](#)

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**3692.**

102966M

[Magic Spells](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3693.**

102966B

[Baking Lucky Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3694.**

102966J

[Just Turn the Wheels!](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3695.**

102966F

[Fitness Baker](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3696.**

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3697.**

102966H

[Hamsters Training](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3698.**

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3699.**

101350M

[Make Cents?](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · last AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3700.**

101350L

[All's Wall That Ends Wall](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3701.**

101350A

[Sherlock Bones](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3702.**

101350K

[Owl Geeks](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3703.**

101350J

[Lazy Physics Cat](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3704.**

101350E

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

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3705.**

101350D

[Magical Bamboos](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3706.**

101350C

[Cheap Kangaroo](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3707.**

101350B

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**3708.**

101350F

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**3709.**

101350G

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**3710.**

101350I

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**3711.**

101350H

[Mirrored String I](#) · [Tutorial](#)

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**3712.**

102759I

[Query On A Tree 17](#) · [Tutorial](#)

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**3713.**

undefined383

[Caravans](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · last AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
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**3714.**

102860E

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Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3715.**

102860F

[String Art](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3716.**

102860J

[Boring Lesson](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3717.**

102860G

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3718.**

102860I

[Walk of Three](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3719.**

102860L

[Magnets](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3720.**

102860C

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3721.**

102860B

[Triangles and a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3722.**

102860A

[Jumping Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3723.**

102860D

[Fence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3724.**

102860K

[Checkers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3725.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3726.**

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3727.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3728.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3729.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3730.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3731.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3732.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3733.**

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3734.**

102411M

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

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3735.**

102700F

[Free restricted flights](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3736.**

102700C

[Cipher count](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3737.**

102700H

[Happy game](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3738.**

102700I

[Incredible photography](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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**3739.**

102700J

[Java exam](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3740.**

102700L

[Lonely day](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3741.**

102700D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3742.**

102700B

[Baby name](#) · [Tutorial](#)

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**3743.**

102700N

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**3744.**

102700M

[Magic spells](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3745.**

102700E

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Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3746.**

102700G

[Great dinner](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3747.**

102700K

[Katastrophic sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
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**3748.**

102700A

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**3749.**

102576A

[Bags of Candies](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3750.**

102569G

[Nuts and Bolts](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3751.**

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3752.**

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3753.**

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3754.**

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[tfg's solution](#)

**3755.**

101466A

[Gaby And Addition](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3756.**

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3757.**

102536I

[Glory to Algotzka](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3758.**

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3759.**

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · PyPy 3 (first AC) · Tags: —  
[tfg's solution](#)

**3760.**

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3761.**

102536G

[Generic Spy Movies](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3762.**

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3763.**

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3764.**

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-15 · PyPy 3 (first AC) · Tags: —

[tfg's solution](#)

**3765.**

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[tfg's solution](#)

**3766.**

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3767.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · last AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3768.**

102460L

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

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3769.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3770.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3771.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3772.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3773.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3774.**

102556E

[Riana's Excruciating Enhancement Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3775.**

102396K

[Preparing Tests](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3776.**

101170D

[Driving in Optimistan](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3777.**

100625E

[Encoded Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3778.**

100625H

[Hidden Camera](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3779.**

102222L

[Continuous Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3780.**

102215F

[Friendly Fire](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**3781.**

102215G

[Akinator](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**3782.**

102215M

[Shlakoblock is live!](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3783.**

102215K

[Deck Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3784.**

102215D

[Country Division](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3785.**

102215L

[Inscribed Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3786.**

102215H

[Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3787.**

102215J

[The Power of the Dark Side - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3788.**

102215E

[Third-Party Software - 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3789.**

102215I

[Painting a Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3790.**

102215C

[Jumps on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3791.**

102215A

[Rooms and Passages](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3792.**

102215B

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

Rating: — · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3793.**

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3794.**

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3795.**

102346M

[Maratona Brasileira de Popcorn](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3796.**

101987C

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

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3797.**

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3798.**

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3799.**

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3800.**

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3801.**

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3802.**

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3803.**

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3804.**

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3805.**

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3806.**

101554H

[Pinball](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · last AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3807.**

101554J

[Dartboard](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3808.**

101554I

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

Rating: — · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3809.**

101554F

[Timebomb](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3810.**

101554G

[Erase Securely](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3811.**

101554E

[Virus Replication](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · last AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3812.**

101554D

[Robert Hood](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3813.**

101554C

[Number Trick](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3814.**

101554B

[Boiling Vegetables](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3815.**

101554A

[Planting Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3816.**

102299G

[Hunting Ieshys](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · last AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3817.**

102307H

[Hardest Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3818.**

101549F

[Ultimate Device](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3819.**

102302I

[Useless Pokemino](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3820.**

102302K

[Candies](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3821.**

102302J

[Weird Sanchola](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3822.**

102302H

[Log Concave Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3823.**

102302F

[Drawing cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3824.**

102302A

[Jumping Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3825.**

102302C

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3826.**

102302D

[Guessing Messages](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3827.**

102302B

[Divples](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3828.**

102299J

[MasterCodeChef Russia](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3829.**

102299D

[Buildings and rockets](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3830.**

102299B

[Russo's Russian](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3831.**

102299H

[Course recommendation](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3832.**

102299A

[Kolkhozy](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3833.**

102299I

[Sobytiynyy Proyekt Casino](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3834.**

102299K

[Poor Folk](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3835.**

102299F

[Forbechenko v Rodvsky](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3836.**

101549A

[Binary Matrix 2](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-10 · last AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3837.**

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3838.**

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3839.**

100015C

[City Driving](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3840.**

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3841.**

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3842.**

100015E

[Empty Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3843.**

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3844.**

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3845.**

102014G

[Longest Chain](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3846.**

102014F

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

Rating: — · first AC: 2019-06-22 · last AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3847.**

100307I

[Interactive Interception](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3848.**

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3849.**

102134E

[Kth subtree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3850.**

102134C

[Maya's message](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3851.**

102134G

[Many dimensional dice](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3852.**

102134D

[Viktoria and resentments](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3853.**

102134B

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

Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3854.**

102134H

[3XOR](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3855.**

102129H

[Game Of Chance](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3856.**

102129A

[Tritwise Mex](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3857.**

102129E

[Scored Nim](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3858.**

102129K

[Expected Value](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3859.**

102133E

[The secret of betting](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · last AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3860.**

102133A

[Tree Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3861.**

102133H

[Plagiarism](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3862.**

102133B

[A Masterpiece](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3863.**

102133F

[Financial Reports](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3864.**

102133G

[Moore's Law](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3865.**

102133I

[Number builder](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3866.**

102133C

[Auction](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3867.**

100513B

[Colored Blankets](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · last AC: 2019-03-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3868.**

100864D

[Dent's Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-25 · last AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3869.**

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3870.**

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3871.**

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3872.**

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3873.**

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3874.**

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3875.**

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3876.**

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3877.**

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3878.**

100739I

[Red and yellow](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3879.**

100739F

[What were those numbers?](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3880.**

100739C

[Broken robot](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3881.**

100739L

[Many recursions](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3882.**

100739D

[Board](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3883.**

100739B

[Yet another vector problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3884.**

100739A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3885.**

101411C

[Courier's Route](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3886.**

101411G

[Game for Little Johnny](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3887.**

101411K

[Kids and Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3888.**

101411H

[Hotel in Ves Lagos](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3889.**

101411F

[Figure ans Spots](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3890.**

101411E

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

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3891.**

101411D

[Dales and Hills](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3892.**

101411L

[L-Shapes](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3893.**

101411B

["Bulls and Cows" · Tutorial](#)

Rating: — · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3894.**

102056I

[Misunderstood ... Missing · Tutorial](#)

Rating: — · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3895.**

102056L

[Eventual ... Journey · Tutorial](#)

Rating: — · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3896.**

102056D

[Deja vu of ... Go Players · Tutorial](#)

Rating: — · first AC: 2019-01-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3897.**

102012I

[Rikka with Sorting Networks · Tutorial](#)

Rating: — · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3898.**

102012K

[Rikka with Ants · Tutorial](#)

Rating: — · first AC: 2018-12-31 · last AC: 2018-12-31 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3899.**

102012D

[Rikka with Subsequences · Tutorial](#)

Rating: — · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3900.**

102012G

[Rikka with Intersections of Paths · Tutorial](#)

Rating: — · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3901.**

102012H

[Rikka with A Long Colour Palette · Tutorial](#)

Rating: — · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3902.**

102012A

[Rikka with Minimum Spanning Trees · Tutorial](#)

Rating: — · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3903.**

101972F

[I'm Bored! · Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3904.**

101972A

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

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3905.**

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3906.**

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3907.**

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3908.**

101972H

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

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3909.**

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3910.**

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3911.**

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3912.**

102028D

[Keichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3913.**

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3914.**

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3915.**

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · Python 3 (first AC) · Tags: —

[tfg's solution](#)

**3916.**

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3917.**

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3918.**

101466I

[Math Class](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3919.**

101466K

[Random Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3920.**

101466J

[Jeronimo's List](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3921.**

101864A

[A Criminal](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3922.**

101864E

[Diverse Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3923.**

101864L

[School Reunion](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3924.**

101864M

[TFF](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3925.**

101864F

[Football Free Kick](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3926.**

101864C

[BACS, Scoundrel Shopkeeper and Contiguous Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3927.**

101864D

[Beauty and The Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3928.**

101864G

[GCD and LCM of 3 numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3929.**

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3930.**

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3931.**

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3932.**

102001J

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

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3933.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3934.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3935.**

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3936.**

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · last AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3937.**

101992G

[Robots race](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3938.**

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3939.**

101992E

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

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3940.**

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3941.**

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3942.**

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3943.**

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3944.**

101992C

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

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3945.**

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3946.**

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3947.**

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**3948.**

102006E

[2Nodes](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3949.**

102006J

[Clarifications](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3950.**

102006F

[Pretests](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3951.**

102006G

[Is Topo Logical?](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3952.**

102006K

[Tourists' Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3953.**

102006D

[Carnival Slots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3954.**

102006H

[Bugged System](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3955.**

102006I

[Rise of the Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3956.**

102006C

[Portals](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3957.**

102006B

[Binary Hamming](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3958.**

102006A

[Hello SCPC 2018!](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3959.**

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3960.**

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3961.**

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3962.**

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3963.**

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3964.**

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3965.**

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3966.**

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3967.**

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3968.**

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**3969.**

101986I

[Starting a Scenic Railroad Service](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3970.**

101986B

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3971.**

101986C

[Medical Checkup](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3972.**

101986A

[Secret of Chocolate Poles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3973.**

101741F

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**3974.**

101741L

[Increasing Costs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**3975.**

101741G

[Berland Post](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**3976.**

101741C

[Cover the Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**3977.**

101741K

[Consistent Occurrences](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**3978.**

101741A

[Three Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**3979.**

101064J

[King of Tokyo](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3980.**

101064I

[Protecting the Central Park](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3981.**

101064G

[The Declaration of Independence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3982.**

101064B

[Buffaloes](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3983.**

101064H

[Pop Divas](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3984.**

101064E

[A Word to Trump All](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3985.**

101064K

[Mount Rushmore and Birthdays](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3986.**

101064F

[Metal detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3987.**

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3988.**

101064D

[Black Hills golden jewels](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3989.**

101064C

[Cahokia ruins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**3990.**

101124J

[One-Armed Bandit](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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**3991.**

101124L

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

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**3992.**

101124E

[Dance Party](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3993.**

101124H

[Kids' Play](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3994.**

101124I

[Odd Factor \(64 MB MLI\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3995.**

101124K

[Average Speed](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3996.**

101124M

[A multiplication game](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3997.**

101124C

[Old Chess Sets](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3998.**

100283C

[Tomb Raiders](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**3999.**

101982E

[Cops And Roobers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4000.**

101982K

[Knockout](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4001.**

101982J

[Time Limits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4002.**

101982L

[Liars](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

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**4003.**

101982M

[Mobilization](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4004.**

101982I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4005.**

101982H

[Repeating Goldbachs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4006.**

101982G

[Goat on a Rope](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4007.**

101982F

[Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4008.**

101982D

[Count The Bits](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4009.**

101982C

[Contest Setting](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4010.**

101982A

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4011.**

101982B

[Coprime Integers](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4012.**

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4013.**

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4014.**

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4015.**

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4016.**

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4017.**

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4018.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4019.**

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4020.**

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4021.**

101915E

[Minesweeper](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · last AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4022.**

101915B

[Ali and Wi-Fi](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4023.**

101915J

[The Volcano Eruption](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4024.**

101915L

[Eyb0ss](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4025.**

101915I

[A Movie in Byteland](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4026.**

101915G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4027.**

101915K

[Poor Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4028.**

101915D

[Largest Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4029.**

101915H

[Buying Products](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4030.**

101915F

[A Missing Problem in TCPC2017](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4031.**

101915C

[Shahhoud Training Hussain](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4032.**

101915A

[Printing Books](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4033.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4034.**

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4035.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4036.**

101962L

[Code Name Hummingbird](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4037.**

100796B

[Wet Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4038.**

100796J

[Narrow Bus](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4039.**

100796E

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

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4040.**

100796C

[Minimax Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4041.**

100796I

[Shell Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4042.**

100796K

[Profact](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4043.**

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4044.**

100796H

[Game of Corners](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4045.**

100796L

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[tfg's solution](#)

**4046.**

100796G

[Robot Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4047.**

100796F

[Unusual Sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4048.**

100796A

[AHB](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4049.**

101190D

[Delight for a Cat](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-29 · last AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4050.**

101137I

[Interesting Interactive Idea](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4051.**

101615B

[Enlarging Enthusiasm](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4052.**

101137K

[Knights of the Old Republic](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4053.**

101137E

[Economy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4054.**

101137F

[Format](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4055.**

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4056.**

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4057.**

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4058.**

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4059.**

101190B

[Binary Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · last AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4060.**

101190J

[Jenga Boom](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4061.**

101190E

[Expect to Wait](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4062.**

101190H

[Hard Refactoring](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4063.**

101190A

[Abbreviation](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4064.**

101190F

[Foreign Postcards](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4065.**

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4066.**

101620K

[Kitchen Knobs](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4067.**

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4068.**

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4069.**

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4070.**

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4071.**

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4072.**

101755M

[Forgotten Spell](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4073.**

101755L

[Queries on a String](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4074.**

101755K

[Video Reviews](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4075.**

101755J

[Parallelograms](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4076.**

101755I

[Guess the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4077.**

101755H

[Safe Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4078.**

101755G

[Underpalindromity](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

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**4079.**

101755F

[Tree Restoration](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4080.**

101755E

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

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4081.**

101755D

[Transfer Window](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4082.**

101755C

[Third-Party Software](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4083.**

101755B

[Minimal Area](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4084.**

101755A

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

Rating: — · first AC: 2018-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[tfg's solution](#)

**4085.**

100517F

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

Rating: — · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4086.**

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4087.**

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4088.**

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4089.**

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4090.**

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4091.**

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4092.**

100512C

[Comparator Networks](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4093.**

100512G

[Grand Tour](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4094.**

100512F

[Funny Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4095.**

100512D

[Dynamic LCA](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4096.**

100512J

[Journey Planner](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4097.**

100512B

[Betting Fast](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4098.**

100492D

[Dual Cure](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · last AC: 2018-09-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4099.**

100492E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4100.**

100492A

[Average Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4101.**

100492F

[Free of Squares](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4102.**

100492G

[Gas Transportation](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4103.**

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4104.**

100492B

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

Rating: — · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4105.**

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4106.**

101519C

[Find the Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4107.**

101875K

[Little Teo's Playtime](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4108.**

101875J

[Protecting Fancouver](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4109.**

101875I

[I Will Go](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4110.**

101875G

[Traffic Management](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4111.**

101875E

[Loppinha, the boy who likes sopinha](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4112.**

101875C

[Two Cats](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4113.**

101875A

[Nicoleta and the circle of kids](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4114.**

101875D

[Checkerboard](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4115.**

101875F

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

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4116.**

101875L

[PC is for kicking](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4117.**

101875B

[Ugly Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4118.**

101808D

[Simplified 2048](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4119.**

101808H

[Shahhoud the Chief Judge](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4120.**

101808L

[V--o\\$! \\$o--V](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4121.**

101808K

[Another Shortest Path Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4122.**

101808E

[Floods](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4123.**

101808I

[Ildar Yalalov](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4124.**

101808B

[Amer and Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4125.**

101808G

[Weird Requirements](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4126.**

101808J

[Saeed and Folan](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4127.**

101808F

[Random Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4128.**

101808C

[Help Shahhoud](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4129.**

101808A

[Martadella Strikes Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4130.**

101879A

[Studying level curves](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4131.**

101879C

[Promenade by the lake](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4132.**

101879H

[Wine Production](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4133.**

101879I

[A story about tea](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4134.**

101879D

[Maximizing Advertising](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4135.**

101879G

[Running a penitentiary](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4136.**

101879J

[Meme Wars](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4137.**

101879B

[Aesthetics in poetry](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4138.**

101879E

[Group work](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4139.**

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4140.**

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4141.**

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4142.**

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4143.**

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4144.**

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4145.**

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4146.**

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4147.**

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4148.**

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-25 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4149.**

101666J

[Jumping Choreography](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4150.**

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4151.**

101666C

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

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4152.**

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4153.**

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4154.**

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4155.**

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4156.**

101666M

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

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4157.**

101666A

[Amsterdam Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4158.**

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4159.**

101848G

[Too Hot, Too Cold](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4160.**

101848E

[Balance Reset](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4161.**

101848C

[Object-Oriented Programming](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4162.**

101848H

[Loop String](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · last AC: 2018-08-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4163.**

101848D

[XOR](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4164.**

101848B

[Almost AP](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4165.**

101848A

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-10 · Java 8 (first AC) · Tags: —

[tfg's solution](#)

**4166.**

101512F

[Floating Formation](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4167.**

101512C

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

Rating: — · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4168.**

101512I

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

Rating: — · first AC: 2018-08-04 · Python 3 (first AC) · Tags: —

[tfg's solution](#)

**4169.**

101512K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4170.**

101512E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4171.**

101512J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4172.**

101512A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4173.**

101512B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4174.**

101512G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4175.**

100513A

[Nasta Rabbara](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4176.**

100513C

[Component Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4177.**

100513G

[FacePalm Accounting](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-28 · last AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4178.**

100513E

[Election of a Mayor](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4179.**

100513M

[Variable Shadowing](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-28 · last AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4180.**

100513F

[Ilya Muromets](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-28 · last AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4181.**

100513D

[Data Center](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-28 · last AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4182.**

100513K

[Treeland](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4183.**

100513I

[Sale in GameStore](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-28 · last AC: 2018-07-29 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4184.**

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4185.**

101192K

[Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · last AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4186.**

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4187.**

101192B

[Sum-and-sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4188.**

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4189.**

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4190.**

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4191.**

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4192.**

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-21 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4193.**

101840C

[Cheering Parabolas](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4194.**

101840F

[Forgot the Flag!](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4195.**

101840E

[Evaluations](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4196.**

101840J

[Jacked Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4197.**

101840H

[Half Nice Years](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4198.**

101840G

[Glorious Stadium](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4199.**

101840B

[Breaking the Curse](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4200.**

101840I

[Important matches](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4201.**

101840D

[Dream Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4202.**

101840K

[Katryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · last AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4203.**

101840L

[Lazy ERCD](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4204.**

100803I

[Sweet War](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4205.**

100803E

[Automotive Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4206.**

100803D

[Space Golf](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4207.**

100803G

[Flipping Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4208.**

100803C

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4209.**

100803A

[Bit String Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4210.**

100803F

[There is No Alternative](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4211.**

100803B

[Miscalculation](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4212.**

100240E

[Circle of Debt](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4213.**

100240K

[Min Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4214.**

100240I

[Moogles](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4215.**

100240J

[Year of More Code Jam](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4216.**

100240D

[Copying DNA](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4217.**

100240B

[Cuckoo Hashing](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4218.**

100240F

[Full Tank?](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4219.**

100240G

[Nested Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4220.**

100240L

[Election](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4221.**

100240H

[Shopaholic](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4222.**

100240C

[Optimal Parking](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4223.**

100240A

[Phone List](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4224.**

100184C

[Accomodation](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4225.**

100184D

[Work](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4226.**

100184H

[Control chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4227.**

100184J

[Duty](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4228.**

100184F

[Task](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4229.**

100184G

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4230.**

100184E

[Construction](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4231.**

100184M

[Formatting](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4232.**

100184K

[Method of linear transformation](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4233.**

100184B

[Watson's memory](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4234.**

100184A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4235.**

100184L

[Watson's magic number](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4236.**

101807B

[Bob the Builder](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4237.**

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4238.**

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4239.**

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4240.**

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4241.**

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4242.**

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4243.**

101807C

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

Rating: — · first AC: 2018-06-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4244.**

101657D

[Collateral Cleanup](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4245.**

101657F

[Lightning Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4246.**

101657H

[Speed Racer](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4247.**

101657A

[Good or Bad?](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4248.**

101657K

[Tree Count](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4249.**

100694L

[Hanoi Towers and the Progress](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4250.**

100694C

[Modern Art](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4251.**

100694F

[The Berland Championship](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4252.**

100694I

[Goat in the Field](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4253.**

100694J

[Ticket Booking](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4254.**

100694M

[The Fifth Season](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4255.**

100694D

[Unfair Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4256.**

100694E

[SuperHyperMarket](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4257.**

100694K

[Team Rating](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4258.**

100694B

[Far Manager](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4259.**

100694H

[Noisy Lecture](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4260.**

100694G

[The Lost Graph](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4261.**

100694A

[Did he drop any good loot?](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4262.**

101191I

[Silver table](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4263.**

101191K

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4264.**

101191G

[Highest ratings year](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4265.**

101191F

[A trick](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4266.**

101191C

[Ancient CBS](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4267.**

101191E

[Interval divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4268.**

101191D

[Interactive lock](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4269.**

101191B

[Birches](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4270.**

101026E

[Money Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4271.**

101026C

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4272.**

101026B

[Centipede](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4273.**

101026A

[Important Test](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-01 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4274.**

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-18 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4275.**

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4276.**

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4277.**

101806U

[United States of Eurasia](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4278.**

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4279.**

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4280.**

101804G

[Greatest IME](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4281.**

101804F

[First Day](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4282.**

101804H

[Holidays](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4283.**

101804I

[Infantrymen's Math](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4284.**

100325E

[Kingdom Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4285.**

100325F

[London Streets](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-19 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4286.**

100325H

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

Rating: — · first AC: 2018-05-19 · last AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4287.**

100325G

[Word Morpher](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4288.**

100325D

[False RSA](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4289.**

100325A

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

Rating: — · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4290.**

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4291.**

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4292.**

101606H

[Hiking](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4293.**

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4294.**

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4295.**

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4296.**

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4297.**

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4298.**

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4299.**

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4300.**

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4301.**

101061J

[Cola](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · last AC: 2018-05-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4302.**

100753M

[Sums](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4303.**

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4304.**

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4305.**

100753C

[Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4306.**

100753A

[A Journey to Greece](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4307.**

100753I

[Milling machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4308.**

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4309.**

100753E

[Change of Scenery](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4310.**

100753B

[Bounty Hunter II](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4311.**

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4312.**

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4313.**

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-12 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4314.**

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2018-05-11 · last AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[tfg's solution](#)

**4315.**

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2018-05-11 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[tfg's solution](#)

**4316.**

101519J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4317.**

101519I

[Parking Ships](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4318.**

101519H

[Walking the Plank](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4319.**

101519G

[Doubloon Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4320.**

101519F

[Ultimate Finishing Strike](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4321.**

101519E

[Undercover Pirate](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4322.**

101519D

[Bad Wiring](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4323.**

101519B

[Quick out of the Harbour](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4324.**

101519A

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4325.**

101431E

[Vera and Engineering Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-05 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4326.**

101016D

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4327.**

101149M

[Ex Machina](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4328.**

101149L

[Right Build](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4329.**

101149J

[Panoramic Photography](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4330.**

101149I

[It's the Police](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4331.**

101149H

[Streets of Working Lanterns](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4332.**

101149C

[Mathematical Field of Experiments](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4333.**

101149B

[No Time for Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4334.**

101149A

[Balls in Urn](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4335.**

101149G

[Of Zorcs and Axes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4336.**

101149F

[The Weakest Sith](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4337.**

101149E

[The Best among Equals](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4338.**

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · last AC: 2018-04-28 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4339.**

100719D

[Lode](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-22 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4340.**

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4341.**

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4342.**

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4343.**

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4344.**

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4345.**

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4346.**

101653P

[Gold Leaf](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4347.**

101653V

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4348.**

101653R

[Ramp Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4349.**

101653Q

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4350.**

101653O

[Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4351.**

101653N

[Majority](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4352.**

101653M

[Polyhedra](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4353.**

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4354.**

101471C

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

Rating: — · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4355.**

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4356.**

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4357.**

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-09 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4358.**

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4359.**

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4360.**

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4361.**

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4362.**

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4363.**

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4364.**

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4365.**

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4366.**

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4367.**

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4368.**

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4369.**

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4370.**

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4371.**

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4372.**

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4373.**

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4374.**

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4375.**

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4376.**

101234G

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

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4377.**

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4378.**

101061H

[Robocon Club](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4379.**

101061K

[Army](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4380.**

101061C

[Ramzi](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4381.**

101061B

[RGB plants](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4382.**

101061A

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4383.**

101061I

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

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4384.**

101061G

[Repeat it](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4385.**

101061D

[Max or Min .. that is the question!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4386.**

101061E

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

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4387.**

101061F

[Fairness](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4388.**

101016B

[Zeroes and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4389.**

101016A

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

Rating: — · first AC: 2018-03-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4390.**

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4391.**

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4392.**

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4393.**

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-15 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4394.**

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4395.**

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4396.**

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4397.**

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4398.**

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4399.**

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4400.**

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4401.**

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4402.**

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-14 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4403.**

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · last AC: 2018-03-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4404.**

101630G

[The Great Wall](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4405.**

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4406.**

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4407.**

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4408.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4409.**

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4410.**

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-10 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4411.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4412.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4413.**

100952F

[Contestants Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4414.**

100952C

[Palindrome Again !!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4415.**

100952B

[New Job](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4416.**

100952A

[Who is the winner?](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4417.**

100952E

[Arrange Teams](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4418.**

100952I

[Mancala](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4419.**

100952G

[The jar of divisors](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4420.**

100952D

[Time to go back](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4421.**

100952H

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

Rating: — · first AC: 2018-03-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4422.**

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4423.**

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4424.**

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4425.**

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4426.**

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4427.**

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4428.**

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4429.**

101128H

[Sheldon Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4430.**

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4431.**

101128D

[Dice Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4432.**

101128A

[Promotions](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4433.**

101128G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4434.**

101128C

[Canvas Painting](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4435.**

101484D

[Joaozao, The Digit Maker](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4436.**

101484K

[Counting Good Teams](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4437.**

101484F

[No Link, Cut Tree!](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4438.**

101484I

[Matrix Sum](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4439.**

101484B

[Nicoleta's Cleaning](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4440.**

101484G

[Hungry Canadian](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4441.**

101484J

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

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4442.**

101484A

[Bath Temperature](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-23 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4443.**

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4444.**

101667A

[Broadcast Stations](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4445.**

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4446.**

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4447.**

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4448.**

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4449.**

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4450.**

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4451.**

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4452.**

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-17 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4453.**

392B

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: dp

[tfg's solution](#)

**4454.**

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2018-02-08 · GNU C++11 (first AC) · Tags: math

[tfg's solution](#)

**4455.**

100531F

[Fragmentation](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4456.**

100531I

[Instruction](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4457.**

100531H

[Hiking in the Hills](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4458.**

100531B

[Buffcraft](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4459.**

100531J

[Joy of Flight](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4460.**

100531K

[Kebab House](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4461.**

100531D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4462.**

100531G

[Grave](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4463.**

100531A

[Alarm Clock](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-13 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4464.**

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4465.**

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4466.**

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4467.**

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4468.**

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-06 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4469.**

100741B

[Personal programming language](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4470.**

100741J

[Empty Circle](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4471.**

100741A

[Queries](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4472.**

100741G

[Yet Another Median Task](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4473.**

100741L

[Basketball](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4474.**

100741K

[\\$n\\$-Way Tie](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4475.**

100741F

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4476.**

100741D

[Xor Sum](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4477.**

101353D

[Shaatchara](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4478.**

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4479.**

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4480.**

101628I

[In the clouds](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4481.**

101628J

[Jenny and the Batteries](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-05 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4482.**

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4483.**

101612L

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

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4484.**

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4485.**

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4486.**

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4487.**

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4488.**

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-25 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4489.**

101617A

[Ducks in a Row](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4490.**

101617F

[Move Away](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4491.**

101617H

[Security Badges](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4492.**

101617E

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

Rating: — · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4493.**

101617D

[Jumping Haybales](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4494.**

101617J

[Treasure Map](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4495.**

101617I

[Star Arrangements](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-18 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4496.**

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4497.**

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4498.**

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4499.**

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4500.**

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4501.**

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4502.**

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4503.**

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4504.**

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-03 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4505.**

100923F

[Por Costel and the Alien Invasion](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · last AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4506.**

100923G

[Por Costel and the Orchard](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4507.**

100923C

[Por Costel and Bujor](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4508.**

100923D

[Por Costel and the Censorship Committee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4509.**

100923B

[Por Costel and the Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4510.**

100923H

[Por Costel and the Match](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4511.**

100923K

[Por Costel and the Firecracker](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4512.**

100923A

[Por Costel and Azerah](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4513.**

100923L

[Por Costel and the Semipalindromes](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4514.**

100923I

[Por Costel and the Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-07 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4515.**

101490H

[Multiplying Digits](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4516.**

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4517.**

101490G

[Manhattan Positioning System](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4518.**

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4519.**

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4520.**

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4521.**

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4522.**

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4523.**

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4524.**

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4525.**

101492L

[Approximate Search](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4526.**

101492J

[Deciphering Oracles](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4527.**

101492A

[Communicating the Tibet](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4528.**

101492E

[Teamwork](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4529.**

101492H

[Programming a robot](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4530.**

101492B

[Building a Bianzhong](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4531.**

101492C

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4532.**

101492K

[Cutting Strings](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4533.**

101492F

[Hitting the target](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4534.**

101170A

[Arranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4535.**

101170B

[British Menu](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4536.**

101170I

[Iron and Coal](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4537.**

101170F

[Free Weights](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: —  
[tfg's solution](#)

**4538.**

101170J

[Jupiter Orbiter](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4539.**

101170C

[Careful Ascent](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4540.**

101170H

[Hamiltonian Hypercube](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4541.**

101170E

[Exam Redistribution](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-20 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4542.**

101431B

[Vera and Banquet](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4543.**

101431D

[Vera and Dogs](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4544.**

101431C

[Vera and Canada Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4545.**

101431A

[Vera and ABCDE](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4546.**

101461G

[Alibaba](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4547.**

101461H

[Booklets](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · GNU C++ (first AC) · Tags: —  
[tfg's solution](#)

**4548.**

101461E

[Cube Root](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · Python 3 (first AC) · Tags: —  
[tfg's solution](#)

**4549.**

101461F

[Cable TV Network](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4550.**

101461A

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4551.**

101461B

[Corporative Network](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · last AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4552.**

101461I

[Count on Cantor](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4553.**

100228J

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

Rating: — · first AC: 2017-07-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4554.**

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4555.**

100228D

[Phone Home](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4556.**

100228C

[EKG Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4557.**

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4558.**

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · Java 8 (first AC) · Tags: —

[tfg's solution](#)

**4559.**

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2017-07-08 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4560.**

100463B

[Music Mess](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4561.**

100463E

[Spies](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4562.**

100463F

[Static Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4563.**

100463D

[Evil](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4564.**

100463A

[Crossing Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4565.**

100994D

[Teams Creation](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4566.**

100994E

[Maximal Sum](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4567.**

100994C

[New Adventure of Marty and Doc](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4568.**

100994B

[Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4569.**

100994A

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4570.**

101059E

[Palindromic-quadruples](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · last AC: 2017-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4571.**

101059D

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

Rating: — · first AC: 2017-03-21 · last AC: 2017-03-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4572.**

101059C

[Gangsters](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4573.**

101059B

[Shift and Push](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4574.**

101059A

[Horrible boss](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4575.**

100603G

[Ticket Inspector](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4576.**

100603J

[Trains](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-04 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4577.**

101252D

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

Rating: — · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4578.**

101252K

[Wiki Lists](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4579.**

101252F

[The Monochrome Picture](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4580.**

101252C

[Electrician](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4581.**

101252A

[Walking around Berhattan](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4582.**

101252H

[Annuity Payment Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4583.**

101252G

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4584.**

100345H

[Settling the Universe Up](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[tfg's solution](#)

**4585.**

100345B

[Signed Derangements](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · Java 8 (first AC) · Tags: —

[tfg's solution](#)

**4586.**

100345G

[Pulp Fiction](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4587.**

100345I

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

Rating: — · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4588.**

100345F

[Sqrt Nim](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-02 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4589.**

101246J

[Buoys](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4590.**

101246D

[Fire in the Country](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4591.**

101246E

[Kidnapping](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4592.**

101246F

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4593.**

101246B

[3D City Model](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4594.**

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4595.**

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4596.**

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4597.**

100109E

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

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4598.**

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4599.**

100109L

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

Rating: — · first AC: 2017-01-30 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4600.**

100959L

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

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4601.**

100959E

[Mirror Rice Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4602.**

10124106

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · last AC: 2017-01-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4603.**

10124102

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4604.**

10124105

[Alien socks](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4605.**

100714L

[Lanes](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4606.**

100714I

[Interest Targeting](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4607.**

100714F

[Finance](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4608.**

100714J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4609.**

100714A

[Alien Visit](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4610.**

100714C

[Contest](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4611.**

100714H

[Hometask](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4612.**

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4613.**

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4614.**

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4615.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-24 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4616.**

100960C

[Missing Part](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4617.**

100960F

[The Jedi Killer](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4618.**

100960B

[Forcefield](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4619.**

100960E

[Cryptographic Argument](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[tfg's solution](#)

**4620.**

101063K

[Dire, Dire Docks](#) · [Tutorial](#)

Rating: — · first AC: 2017-01-16 · GNU C++11 (first AC) · Tags: —

[tfg's solution](#)

**4621.**

101063I

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