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# Unique solved — thenymphsofdelphi

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

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Count: 3,289

- 1.**  
2001B  
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Quality: 26,105 global accepts · Rating: 800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
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- 2.**  
2001A  
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- 3.**  
2172A  
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- 4.**  
2147A  
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- 5.**  
2103A  
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- 6.**  
2057A  
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2053A  
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2035A  
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- 9.**  
1978B  
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**10.**

1978A

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**11.**

1742A

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**12.**

1409A

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Quality: 80,426 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**13.**

1930A

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**14.**

1931B

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**15.**

1931A

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**16.**

71A

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1916A

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1909A

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1914B

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1914A

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**21.**

1870A

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1866A

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1851B

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**24.**

1851A

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**25.**

1846B

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**26.**

1846A

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**27.**

1845A

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**28.**

1811A

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**29.**

1776A

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**30.**

1787A

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**31.**

1767A

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**32.**

1782A

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Quality: 800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

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**33.**

1746B

[Rebellion](#) · [Tutorial](#)

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**34.**

1746A

[Maxmina](#) · [Tutorial](#)

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1733A

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**36.**

1725A

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**37.**

1647A

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**38.**

1696A

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1669B

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1669C

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1669A

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**42.**

1657A

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**43.**

1657B

[XY Sequence](#) · [Tutorial](#)

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**44.**

1551B1

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**45.**

1621A

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1615A

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**47.**

1608A

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**48.**

1571A

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1552A

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**50.**

1553A

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**51.**

1517A

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**52.**

1491A

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**53.**

1492A

[Three swimmers](#) · [Tutorial](#)

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**54.**

1478A

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1481A

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1437A

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**57.**

1466A

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**58.**

1466B

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**59.**

1468E

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**60.**

1461A

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**61.**

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1428A

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1400A

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**65.**

1408A

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**66.**

1399B

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**67.**

1399A

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**68.**

1389A

[LCM Problem](#) · [Tutorial](#)

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1370A

[Maximum GCD](#) · [Tutorial](#)

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**70.**

1371A

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**71.**

1374A

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**72.**

1385B

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**73.**

1385A

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**74.**

1369A

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Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

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1367B

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**76.**

1367A

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1358A

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1360B

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**79.**

1360A

[Minimal Square](#) · [Tutorial](#)

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**80.**

411A

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**81.**

769A

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**82.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, implementation  
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**83.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,735 global accepts · Rating: 800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
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**84.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,136 global accepts · Rating: 800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**85.**

1337A

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

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**86.**

1348A

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**87.**

1345A

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**88.**

1353B

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

Quality: 58,125 global accepts · Rating: 800 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**89.**

1353A

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

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**90.**

1352A

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

Quality: 104,121 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**91.**

1351A

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**92.**

1335A

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Quality: 104,802 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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**93.**

1328A

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**94.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,203 global accepts · Rating: 800 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

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**95.**

1325B

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**96.**

1312A

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**97.**

1255A

[Changing Volume](#) · [Tutorial](#)

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**98.**

1243A

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[thenymphsofdelphi's solution](#)

**99.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: brute force, math

[thenymphsofdelphi's solution](#)

**100.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[thenymphsofdelphi's solution](#)

**101.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**102.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**103.**

1323A

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

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[thenymphsofdelphi's solution](#)

**104.**

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**105.**

1296A

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

Quality: 48,344 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**106.**

1283A

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

Quality: 61,298 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**107.**

1285A

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

Quality: 29,890 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**108.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**109.**

1311A

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

Quality: 46,271 global accepts · Rating: 800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**110.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[thenymphsofdelphi's solution](#)

**111.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**112.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**113.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**114.**

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**115.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,704 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**116.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 800 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**117.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,434 global accepts · Rating: 800 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**118.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**119.**

1270A

[Card Game](#) · [Tutorial](#)

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

[thenymphsofdelphi's solution](#)

**120.**

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  
[thenymphsofdelphi's solution](#)

**121.**

1249A

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

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**122.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[thenymphsofdelphi's solution](#)

**123.**

1234A

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

Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**124.**

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**125.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,068 global accepts · Rating: 800 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**126.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**127.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[thenymphsofdelphi's solution](#)

**128.**

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**129.**

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**130.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**131.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[thenymphsofdelphi's solution](#)

**132.**

16A

[Flag](#) · [Tutorial](#)

Quality: 17,253 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**133.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**134.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**135.**

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[thenymphsofdelphi's solution](#)

**136.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,799 global accepts · Rating: 800 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[thenymphsofdelphi's solution](#)

**137.**

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[thenymphsofdelphi's solution](#)

**138.**

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

[thenymphsofdelphi's solution](#)

**139.**

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

[thenymphsofdelphi's solution](#)

**140.**

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**141.**

1194A

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

Quality: 17,375 global accepts · Rating: 800 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**142.**

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[thenymphsofdelphi's solution](#)

**143.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,996 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[thenymphsofdelphi's solution](#)

**144.**

1191A

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

Quality: 18,981 global accepts · Rating: 800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[thenymphsofdelphi's solution](#)

**145.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: strings

[thenymphsofdelphi's solution](#)

**146.**

1183A

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

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**147.**

1186A

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

Quality: 42,457 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**148.**

1180A

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

Quality: 27,427 global accepts · Rating: 800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[thenymphsofdelphi's solution](#)

**149.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**150.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[thenymphsofdelphi's solution](#)

**151.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,259 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**152.**

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**153.**

818A

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

Quality: 7,788 global accepts · Rating: 800 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**154.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**155.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[thenymphsofdelphi's solution](#)

**156.**

1171D

[Got Any Grapes?](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-24 · Kotlin 1.4 (first AC) · Tags: \*special, brute force, greedy, implementation  
[thenymphsofdelphi's solution](#)

**157.**

1171B

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

Rating: 800 · first AC: 2019-05-24 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[thenymphsofdelphi's solution](#)

**158.**

1171A

[Dice Rolling](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-05-24 · Kotlin 1.4 (first AC) · Tags: \*special  
[thenymphsofdelphi's solution](#)

**159.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, sortings  
[thenymphsofdelphi's solution](#)

**160.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**161.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**162.**

1150A

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

Quality: 12,518 global accepts · Rating: 800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**163.**

1162A

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

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**164.**

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 800 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[thenymphsofdelphi's solution](#)

**165.**

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**166.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**167.**

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**168.**

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**169.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**170.**

1154A

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

Quality: 87,064 global accepts · Rating: 800 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**171.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**172.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,027 global accepts · Rating: 800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**173.**

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**174.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**175.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**176.**

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**177.**

1136A

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

Quality: 17,250 global accepts · Rating: 800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**178.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[thenymphsofdelphi's solution](#)

**179.**

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**180.**

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**181.**

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**182.**

1102A

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

Quality: 26,615 global accepts · Rating: 800 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**183.**

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[thenymphsofdelphi's solution](#)

**184.**

22A

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

Quality: 27,086 global accepts · Rating: 800 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**185.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[thenymphsofdelphi's solution](#)

**186.**

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,167 global accepts · Rating: 800 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**187.**

169A

[Chores](#) · [Tutorial](#)

Quality: 8,182 global accepts · Rating: 800 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[thenymphsofdelphi's solution](#)

**188.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings  
[thenymphsofdelphi's solution](#)

**189.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**190.**

1097A

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

Quality: 43,809 global accepts · Rating: 800 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**191.**

873A

[Chores](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 800 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**192.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,775 global accepts · Rating: 800 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**193.**

1085A

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

Quality: 12,697 global accepts · Rating: 800 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**194.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 800 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**195.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**196.**

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[thenymphsofdelphi's solution](#)

**197.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**198.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,491 global accepts · Rating: 800 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**199.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[thenymphsofdelphi's solution](#)

**200.**

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  
[thenymphsofdelphi's solution](#)

**201.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**202.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**203.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**204.**

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,106 global accepts · Rating: 800 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**205.**

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**206.**

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,137 global accepts · Rating: 800 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**207.**

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**208.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**209.**

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**210.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,853 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**211.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**212.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**213.**

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**214.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,752 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation  
[thenymphsofdelphi's solution](#)

**215.**

294A

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

Quality: 28,397 global accepts · Rating: 800 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**216.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**217.**

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 800 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation  
[thenymphsofdelphi's solution](#)

**218.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**219.**

421A

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

Quality: 6,884 global accepts · Rating: 800 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**220.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**221.**

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**222.**

47A

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

Quality: 18,172 global accepts · Rating: 800 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[thenymphsofdelphi's solution](#)

**223.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 800 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**224.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**225.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,820 global accepts · Rating: 800 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**226.**

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math  
[thenymphsofdelphi's solution](#)

**227.**

669A

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

Quality: 11,681 global accepts · Rating: 800 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**228.**

851A

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

Quality: 10,311 global accepts · Rating: 800 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**229.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**230.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**231.**

658A

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

Quality: 7,697 global accepts · Rating: 800 · first AC: 2018-11-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**232.**

177A2

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

Quality: 8,565 global accepts · Rating: 800 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**233.**

177A1

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

Quality: 11,501 global accepts · Rating: 800 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**234.**

245A

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

Quality: 9,133 global accepts · Rating: 800 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**235.**

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**236.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,163 global accepts · Rating: 800 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[thenymphsofdelphi's solution](#)

**237.**

867A

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

Quality: 20,631 global accepts · Rating: 800 · first AC: 2018-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**238.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**239.**

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**240.**

1065A

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

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

**241.**

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**242.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**243.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**244.**

1058A

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

Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**245.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,877 global accepts · Rating: 800 · first AC: 2017-11-10 · last AC: 2018-09-15 · MS C++ (first AC) · Tags: brute force, math  
[thenymphsofdelphi's solution](#)

**246.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,683 global accepts · Rating: 800 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**247.**

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**248.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,213 global accepts · Rating: 800 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**249.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 800 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**250.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**251.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 800 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**252.**

992A

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

Quality: 14,317 global accepts · Rating: 800 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[thenymphsofdelphi's solution](#)

**253.**

629A

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

Quality: 14,847 global accepts · Rating: 800 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**254.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**255.**

899A

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

Quality: 11,097 global accepts · Rating: 800 · first AC: 2018-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**256.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**257.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**258.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**259.**

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory  
[thenymphsofdelphi's solution](#)

**260.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**261.**

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**262.**

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**263.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**264.**

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**265.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**266.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[thenymphsofdelphi's solution](#)

**267.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

**268.**

265A

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

Quality: 42,673 global accepts · Rating: 800 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**269.**

262A

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

Quality: 22,449 global accepts · Rating: 800 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**270.**

748A

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

Quality: 9,346 global accepts · Rating: 800 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**271.**

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: games, math

[thenymphsofdelphi's solution](#)

**272.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,534 global accepts · Rating: 800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[thenymphsofdelphi's solution](#)

**273.**

233A

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

Quality: 49,151 global accepts · Rating: 800 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**274.**

80A

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

Quality: 66,308 global accepts · Rating: 800 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**275.**

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**276.**

1005A

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

Quality: 27,494 global accepts · Rating: 800 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**277.**

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**278.**

680A

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

Quality: 13,294 global accepts · Rating: 800 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**279.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**280.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**281.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**282.**

780A

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

Quality: 22,785 global accepts · Rating: 800 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**283.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**284.**

802G1

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

Quality: 8,143 global accepts · Rating: 800 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**285.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,425 global accepts · Rating: 800 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**286.**

935A

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

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**287.**

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,242 global accepts · Rating: 800 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**288.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,678 global accepts · Rating: 800 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**289.**

987A

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

Quality: 17,502 global accepts · Rating: 800 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**290.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,709 global accepts · Rating: 800 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[thenymphsofdelphi's solution](#)

**291.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,580 global accepts · Rating: 800 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**292.**

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-16 · last AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**293.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**294.**

676A

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

Quality: 14,699 global accepts · Rating: 800 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[thenymphsofdelphi's solution](#)

**295.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**296.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**297.**

454A

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

Quality: 16,120 global accepts · Rating: 800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**298.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**299.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,218 global accepts · Rating: 800 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**300.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,021 global accepts · Rating: 800 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[thenymphsofdelphi's solution](#)

**301.**

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[thenymphsofdelphi's solution](#)

**302.**

214A

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

Quality: 42,921 global accepts · Rating: 800 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[thenymphsofdelphi's solution](#)

**303.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,417 global accepts · Rating: 800 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

**304.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,820 global accepts · Rating: 800 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[thenymphsofdelphi's solution](#)

**305.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,201 global accepts · Rating: 800 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**306.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[thenymphsofdelphi's solution](#)

**307.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[thenymphsofdelphi's solution](#)

**308.**

950A

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

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**309.**

1003A

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

Quality: 29,983 global accepts · Rating: 800 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**310.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,675 global accepts · Rating: 800 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
[thenymphsofdelphi's solution](#)

**311.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[thenymphsofdelphi's solution](#)

**312.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**313.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**314.**

821A

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

Quality: 8,987 global accepts · Rating: 800 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**315.**

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**316.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,537 global accepts · Rating: 800 · first AC: 2018-02-08 · last AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation,

strings

[thenymphsofdelphi's solution](#)

**317.**

758A

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

Quality: 75,306 global accepts · Rating: 800 · first AC: 2018-04-08 · last AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**318.**

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[thenymphsofdelphi's solution](#)

**319.**

764A

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

Quality: 17,100 global accepts · Rating: 800 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[thenymphsofdelphi's solution](#)

**320.**

746A

[Compute](#) · [Tutorial](#)

Quality: 23,843 global accepts · Rating: 800 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**321.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,806 global accepts · Rating: 800 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**322.**

378A

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

Quality: 25,935 global accepts · Rating: 800 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[thenymphsofdelphi's solution](#)

**323.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,933 global accepts · Rating: 800 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[thenymphsofdelphi's solution](#)

**324.**

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**325.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**326.**

908A

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

Quality: 15,841 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**327.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**328.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,949 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**329.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**330.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**331.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,781 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**332.**

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**333.**

630A

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

Quality: 93,514 global accepts · Rating: 800 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
[thenymphsofdelphi's solution](#)

**334.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,369 global accepts · Rating: 800 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[thenymphsofdelphi's solution](#)

**335.**

731A

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

Quality: 53,209 global accepts · Rating: 800 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**336.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,085 global accepts · Rating: 800 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory  
[thenymphsofdelphi's solution](#)

**337.**

785A

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

Quality: 110,957 global accepts · Rating: 800 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**338.**

999A

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

Quality: 25,328 global accepts · Rating: 800 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**339.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**340.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[thenymphsofdelphi's solution](#)

**341.**

977A

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

Quality: 217,496 global accepts · Rating: 800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**342.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[thenymphsofdelphi's solution](#)

**343.**

978A

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

Quality: 30,732 global accepts · Rating: 800 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**344.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**345.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**346.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2018-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**347.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2018-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**348.**

599A

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

Quality: 31,438 global accepts · Rating: 800 · first AC: 2018-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**349.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,590 global accepts · Rating: 800 · first AC: 2018-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**350.**

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**351.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,128 global accepts · Rating: 800 · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**352.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,788 global accepts · Rating: 800 · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**353.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,012 global accepts · Rating: 800 · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**354.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,256 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
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**355.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,239 global accepts · Rating: 800 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**356.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,510 global accepts · Rating: 800 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**357.**

791A

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

Quality: 257,224 global accepts · Rating: 800 · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**358.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**359.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,836 global accepts · Rating: 800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[thenymphsofdelphi's solution](#)

**360.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,564 global accepts · Rating: 800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**361.**

581A

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

Quality: 84,958 global accepts · Rating: 800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**362.**

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math  
[thenymphsofdelphi's solution](#)

**363.**

723A

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

Quality: 100,717 global accepts · Rating: 800 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings  
[thenymphsofdelphi's solution](#)

**364.**

155A

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

Quality: 93,666 global accepts · Rating: 800 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**365.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,422 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**366.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,096 global accepts · Rating: 800 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**367.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,582 global accepts · Rating: 800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**368.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,607 global accepts · Rating: 800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**369.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,406 global accepts · Rating: 800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings  
[thenymphsofdelphi's solution](#)

**370.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,536 global accepts · Rating: 800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**371.**

228A

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

Quality: 139,813 global accepts · Rating: 800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**372.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,920 global accepts · Rating: 800 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**373.**

443A

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

Quality: 112,063 global accepts · Rating: 800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**374.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,208 global accepts · Rating: 800 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**375.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,774 global accepts · Rating: 800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**376.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,932 global accepts · Rating: 800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**377.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,335 global accepts · Rating: 800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**378.**

61A

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

Quality: 136,211 global accepts · Rating: 800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**379.**

144A

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

Quality: 121,415 global accepts · Rating: 800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**380.**

469A

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

Quality: 121,199 global accepts · Rating: 800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**381.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,136 global accepts · Rating: 800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**382.**

486A

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

Quality: 154,149 global accepts · Rating: 800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**383.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,532 global accepts · Rating: 800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**384.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,399 global accepts · Rating: 800 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math  
[thenymphsofdelphi's solution](#)

**385.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,450 global accepts · Rating: 800 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**386.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,741 global accepts · Rating: 800 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**387.**

266B

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

Quality: 166,086 global accepts · Rating: 800 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[thenymphsofdelphi's solution](#)

**388.**

110A

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

Quality: 199,502 global accepts · Rating: 800 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**389.**

467A

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

Quality: 155,943 global accepts · Rating: 800 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**390.**

546A

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

Quality: 235,213 global accepts · Rating: 800 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[thenymphsofdelphi's solution](#)

**391.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,039 global accepts · Rating: 800 · first AC: 2017-12-17 · last AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**392.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,011 global accepts · Rating: 800 · first AC: 2017-12-13 · last AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**393.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,552 global accepts · Rating: 800 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**394.**

281A

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

Quality: 270,992 global accepts · Rating: 800 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**395.**

266A

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

Quality: 244,564 global accepts · Rating: 800 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**396.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,358 global accepts · Rating: 800 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings  
[thenymphsofdelphi's solution](#)

**397.**

112A

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

Quality: 287,263 global accepts · Rating: 800 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**398.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,298 global accepts · Rating: 800 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**399.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,276 global accepts · Rating: 800 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[thenymphsofdelphi's solution](#)

**400.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,731 global accepts · Rating: 800 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**401.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,481 global accepts · Rating: 800 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[thenymphsofdelphi's solution](#)

**402.**

2035B

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

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

**403.**

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**404.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math  
[thenymphsofdelphi's solution](#)

**405.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,073 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**406.**

1696B

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

Quality: 36,326 global accepts · Rating: 900 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**407.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,108 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**408.**

1609A

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

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

**409.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**410.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,089 global accepts · Rating: 900 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, interactive  
[thenymphsofdelphi's solution](#)

**411.**

1488A

[From Zero To Y](#) · [Tutorial](#)

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

**412.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,812 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation  
[thenymphsofdelphi's solution](#)

**413.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**414.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings  
[thenymphsofdelphi's solution](#)

**415.**

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,589 global accepts · Rating: 900 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**416.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,678 global accepts · Rating: 900 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: games  
[thenymphsofdelphi's solution](#)

**417.**

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,075 global accepts · Rating: 900 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures  
[thenymphsofdelphi's solution](#)

**418.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2020-05-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**419.**

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**420.**

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**421.**

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**422.**

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**423.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,393 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[thenymphsofdelphi's solution](#)

**424.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,864 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**425.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,430 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**426.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,210 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math  
[thenymphsofdelphi's solution](#)

**427.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,381 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**428.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**429.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[thenymphsofdelphi's solution](#)

**430.**

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**431.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**432.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,830 global accepts · Rating: 900 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**433.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,273 global accepts · Rating: 900 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**434.**

622B

[The Time](#) · [Tutorial](#)

Quality: 10,959 global accepts · Rating: 900 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**435.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**436.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**437.**

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[thenymphsofdelphi's solution](#)

**438.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,074 global accepts · Rating: 900 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: brute force, greedy, math, sortings

[thenymphsofdelphi's solution](#)

**439.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**440.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, number theory

[thenymphsofdelphi's solution](#)

**441.**

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**442.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**443.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**444.**

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 900 · first AC: 2019-09-24 · last AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**445.**

1225A

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

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**446.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

**447.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**448.**

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**449.**

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,559 global accepts · Rating: 900 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**450.**

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,425 global accepts · Rating: 900 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[thenymphsofdelphi's solution](#)

**451.**

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,490 global accepts · Rating: 900 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**452.**

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[thenymphsofdelphi's solution](#)

**453.**

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**454.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**455.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**456.**

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  
[thenymphsofdelphi's solution](#)

**457.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,511 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[thenymphsofdelphi's solution](#)

**458.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**459.**

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**460.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**461.**

1183B

[Equalize Prices](#) · [Tutorial](#)

Quality: 19,697 global accepts · Rating: 900 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**462.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,769 global accepts · Rating: 900 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: number theory  
[thenymphsofdelphi's solution](#)

**463.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**464.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,694 global accepts · Rating: 900 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**465.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy  
[thenymphsofdelphi's solution](#)

**466.**

1171E

[Doggo Recoloring](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-05-24 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[thenymphsofdelphi's solution](#)

**467.**

1171C

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

Rating: 900 · first AC: 2019-05-24 · Kotlin 1.4 (first AC) · Tags: \*special, sortings, strings  
[thenymphsofdelphi's solution](#)

**468.**

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 900 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**469.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**470.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**471.**

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**472.**

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**473.**

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 900 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**474.**

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**475.**

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,834 global accepts · Rating: 900 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**476.**

244A

[Dividing Orange](#) · [Tutorial](#)

Quality: 8,565 global accepts · Rating: 900 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**477.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,186 global accepts · Rating: 900 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**478.**

215A

[Bicycle Chain](#) · [Tutorial](#)

Quality: 16,160 global accepts · Rating: 900 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**479.**

1144B

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

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**480.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,072 global accepts · Rating: 900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation  
[thenymphsofdelphi's solution](#)

**481.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**482.**

1113A

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

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[thenymphsofdelphi's solution](#)

**483.**

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**484.**

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**485.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**486.**

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[thenymphsofdelphi's solution](#)

**487.**

1106C

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

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings  
[thenymphsofdelphi's solution](#)

**488.**

653A

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

Quality: 9,181 global accepts · Rating: 900 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings  
[thenymphsofdelphi's solution](#)

**489.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**490.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**491.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry  
[thenymphsofdelphi's solution](#)

**492.**

747B

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

Quality: 9,641 global accepts · Rating: 900 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**493.**

729A

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

Quality: 8,096 global accepts · Rating: 900 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**494.**

263B

[Squares](#) · [Tutorial](#)

Quality: 9,780 global accepts · Rating: 900 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**495.**

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 900 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**496.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[thenymphsofdelphi's solution](#)

**497.**

168A

[Wizards and Demonstration](#) · [Tutorial](#)

Quality: 11,506 global accepts · Rating: 900 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**498.**

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,465 global accepts · Rating: 900 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**499.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**500.**

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,227 global accepts · Rating: 900 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**501.**

631A

[Interview](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 900 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**502.**

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 900 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[thenymphsofdelphi's solution](#)

**503.**

989A

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

Quality: 11,161 global accepts · Rating: 900 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**504.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**505.**

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, schedules

[thenymphsofdelphi's solution](#)

**506.**

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[thenymphsofdelphi's solution](#)

**507.**

415A

[Mashmoxh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**508.**

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,983 global accepts · Rating: 900 · first AC: 2018-12-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**509.**

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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**510.**

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**511.**

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

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**512.**

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**513.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[thenymphsofdelphi's solution](#)

**514.**

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[thenymphsofdelphi's solution](#)

**515.**

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,787 global accepts · Rating: 900 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**516.**

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,469 global accepts · Rating: 900 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, trees

[thenymphsofdelphi's solution](#)

**517.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[thenymphsofdelphi's solution](#)

**518.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**519.**

847G

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

Quality: 7,648 global accepts · Rating: 900 · first AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**520.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**521.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**522.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,543 global accepts · Rating: 900 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**523.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 900 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[thenymphsofdelphi's solution](#)

**524.**

1005B

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

Quality: 27,387 global accepts · Rating: 900 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**525.**

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**526.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[thenymphsofdelphi's solution](#)

**527.**

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2018-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**528.**

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**529.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,467 global accepts · Rating: 900 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**530.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**531.**

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**532.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,618 global accepts · Rating: 900 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**533.**

814A

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

Quality: 11,046 global accepts · Rating: 900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**534.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**535.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**536.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**537.**

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**538.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**539.**

879A

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

Quality: 9,573 global accepts · Rating: 900 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**540.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**541.**

876A

[Trip For Meal](#) · [Tutorial](#)

Quality: 10,022 global accepts · Rating: 900 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**542.**

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
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**543.**

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2018-07-26 · GNU C++ (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**544.**

554A

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

Quality: 14,490 global accepts · Rating: 900 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings  
[thenymphsofdelphi's solution](#)

**545.**

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**546.**

768A

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

Quality: 30,842 global accepts · Rating: 900 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[thenymphsofdelphi's solution](#)

**547.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,028 global accepts · Rating: 900 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**548.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**549.**

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,963 global accepts · Rating: 900 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**550.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**551.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**552.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,890 global accepts · Rating: 900 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**553.**

764B

[Timofey and cubes](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 900 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**554.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,218 global accepts · Rating: 900 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[thenymphsofdelphi's solution](#)

**555.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**556.**

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[thenymphsofdelphi's solution](#)

**557.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,782 global accepts · Rating: 900 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**558.**

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 900 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**559.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**560.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**561.**

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation  
[thenymphsofdelphi's solution](#)

**562.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,355 global accepts · Rating: 900 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[thenymphsofdelphi's solution](#)

**563.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**564.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[thenymphsofdelphi's solution](#)

**565.**

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**566.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[thenymphsofdelphi's solution](#)

**567.**

913A

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

Quality: 24,179 global accepts · Rating: 900 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**568.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**569.**

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**570.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,064 global accepts · Rating: 900 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**571.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,423 global accepts · Rating: 900 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[thenymphsofdelphi's solution](#)

**572.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,218 global accepts · Rating: 900 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**573.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**574.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**575.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**576.**

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,975 global accepts · Rating: 900 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**577.**

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**578.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**579.**

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,622 global accepts · Rating: 900 · first AC: 2018-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**580.**

519A

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

Quality: 20,130 global accepts · Rating: 900 · first AC: 2018-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**581.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2018-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**582.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,989 global accepts · Rating: 900 · first AC: 2018-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

**583.**

556A

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

Quality: 46,392 global accepts · Rating: 900 · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**584.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**585.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[thenymphsofdelphi's solution](#)

**586.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,687 global accepts · Rating: 900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**587.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,044 global accepts · Rating: 900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[thenymphsofdelphi's solution](#)

**588.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,479 global accepts · Rating: 900 · first AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

**589.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,024 global accepts · Rating: 900 · first AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[thenymphsofdelphi's solution](#)

**590.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[thenymphsofdelphi's solution](#)

**591.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,109 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**592.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,692 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**593.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,065 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[thenymphsofdelphi's solution](#)

**594.**

580A

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

Quality: 104,690 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[thenymphsofdelphi's solution](#)

**595.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,907 global accepts · Rating: 900 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**596.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,722 global accepts · Rating: 900 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**597.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,008 global accepts · Rating: 900 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**598.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,653 global accepts · Rating: 900 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**599.**

2147B

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

Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

**600.**

2057B

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

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**601.**

1970A1

[Balanced Shuffle \(Easy\) · Tutorial](#)

Quality: 7,238 global accepts · Rating: 1000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

**602.**

1704B

[Luke is a Foodie · Tutorial](#)

Quality: 29,920 global accepts · Rating: 1000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[thenymphsofdelphi's solution](#)

**603.**

1930B

[Permutation Printing · Tutorial](#)

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[thenymphsofdelphi's solution](#)

**604.**

1931C

[Make Equal Again · Tutorial](#)

Quality: 33,886 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[thenymphsofdelphi's solution](#)

**605.**

1916B

[Two Divisors · Tutorial](#)

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

[thenymphsofdelphi's solution](#)

**606.**

1906A

[Easy As ABC · Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[thenymphsofdelphi's solution](#)

**607.**

1876A

[Helmets in Night Light · Tutorial](#)

Quality: 34,921 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**608.**

1851C

[Tiles Comeback · Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · Rust 2021 (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**609.**

1811B

[Conveyor Belts · Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**610.**

1785A

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

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

[thenymphsofdelphi's solution](#)

**611.**

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

[thenymphsofdelphi's solution](#)

**612.**

1725B

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

Quality: 28,273 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[thenymphsofdelphi's solution](#)

**613.**

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

**614.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,082 global accepts · Rating: 1000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**615.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,933 global accepts · Rating: 1000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[thenymphsofdelphi's solution](#)

**616.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[thenymphsofdelphi's solution](#)

**617.**

125B

[Simple XML](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**618.**

491A

[Up the hill](#) · [Tutorial](#)

Quality: 3,485 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

**619.**

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,305 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**620.**

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

**621.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: \*special, constructive algorithms

[thenymphsofdelphi's solution](#)

**622.**

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**623.**

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**624.**

56A

[Bar](#) · [Tutorial](#)

Quality: 9,639 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**625.**

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**626.**

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**627.**

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**628.**

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**629.**

1359B

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

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**630.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[thenymphsofdelphi's solution](#)

**631.**

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**632.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**633.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,417 global accepts · Rating: 1000 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**634.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,929 global accepts · Rating: 1000 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**635.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**636.**

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[thenymphsofdelphi's solution](#)

**637.**

357A

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

Quality: 7,682 global accepts · Rating: 1000 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[thenymphsofdelphi's solution](#)

**638.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory  
[thenymphsofdelphi's solution](#)

**639.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,050 global accepts · Rating: 1000 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings  
[thenymphsofdelphi's solution](#)

**640.**

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**641.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1000 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: strings  
[thenymphsofdelphi's solution](#)

**642.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**643.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**644.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**645.**

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**646.**

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**647.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[thenymphsofdelphi's solution](#)

**648.**

1266A

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

Quality: 17,514 global accepts · Rating: 1000 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math  
[thenymphsofdelphi's solution](#)

**649.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,817 global accepts · Rating: 1000 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**650.**

1277A

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

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**651.**

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 1000 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**652.**

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**653.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[thenymphsofdelphi's solution](#)

**654.**

72G

[Fibonacci army](#) · [Tutorial](#)

Quality: 2,835 global accepts · Rating: 1000 · first AC: 2019-12-21 · lo (first AC) · Tags: \*special, dp  
[thenymphsofdelphi's solution](#)

**655.**

1256A

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

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**656.**

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  
[thenymphsofdelphi's solution](#)

**657.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**658.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**659.**

1225B1

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

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**660.**

1249B1

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

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math  
[thenymphsofdelphi's solution](#)

**661.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers  
[thenymphsofdelphi's solution](#)

**662.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**663.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[thenymphsofdelphi's solution](#)

**664.**

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**665.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[thenymphsofdelphi's solution](#)

**666.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**667.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[thenymphsofdelphi's solution](#)

**668.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[thenymphsofdelphi's solution](#)

**669.**

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**670.**

1234B1

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

Quality: 19,768 global accepts · Rating: 1000 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**671.**

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  
[thenymphsofdelphi's solution](#)

**672.**

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**673.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[thenymphsofdelphi's solution](#)

**674.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**675.**

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**676.**

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,977 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**677.**

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[thenymphsofdelphi's solution](#)

**678.**

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**679.**

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**680.**

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**681.**

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[thenymphsofdelphi's solution](#)

**682.**

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**683.**

157B

[Trace](#) · [Tutorial](#)

Quality: 14,187 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings  
[thenymphsofdelphi's solution](#)

**684.**

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**685.**

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**686.**

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**687.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,942 global accepts · Rating: 1000 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**688.**

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**689.**

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**690.**

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**691.**

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,871 global accepts · Rating: 1000 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**692.**

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**693.**

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  
[thenymphsofdelphi's solution](#)

**694.**

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,296 global accepts · Rating: 1000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**695.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[thenymphsofdelphi's solution](#)

**696.**

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**697.**

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**698.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[thenymphsofdelphi's solution](#)

**699.**

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**700.**

727A

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

Quality: 18,024 global accepts · Rating: 1000 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math  
[thenymphsofdelphi's solution](#)

**701.**

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[thenymphsofdelphi's solution](#)

**702.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[thenymphsofdelphi's solution](#)

**703.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**704.**

628A

[Tennis Tournament](#) · [Tutorial](#)

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**705.**

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**706.**

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,130 global accepts · Rating: 1000 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[thenymphsofdelphi's solution](#)

**707.**

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**708.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,577 global accepts · Rating: 1000 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[thenymphsofdelphi's solution](#)

**709.**

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[thenymphsofdelphi's solution](#)

**710.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**711.**

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**712.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[thenymphsofdelphi's solution](#)

**713.**

1144C

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

Quality: 16,364 global accepts · Rating: 1000 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[thenymphsofdelphi's solution](#)

**714.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[thenymphsofdelphi's solution](#)

**715.**

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**716.**

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[thenymphsofdelphi's solution](#)

**717.**

1165B

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

Quality: 24,282 global accepts · Rating: 1000 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[thenymphsofdelphi's solution](#)

**718.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,392 global accepts · Rating: 1000 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**719.**

182B

[Vasya's Calendar](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**720.**

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,460 global accepts · Rating: 1000 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory, sortings

[thenymphsofdelphi's solution](#)

**721.**

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[thenymphsofdelphi's solution](#)

**722.**

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 1000 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**723.**

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[thenymphsofdelphi's solution](#)

**724.**

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**725.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,054 global accepts · Rating: 1000 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation  
[thenymphsofdelphi's solution](#)

**726.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,971 global accepts · Rating: 1000 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[thenymphsofdelphi's solution](#)

**727.**

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[thenymphsofdelphi's solution](#)

**728.**

1151A

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

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[thenymphsofdelphi's solution](#)

**729.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**730.**

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**731.**

1133A

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

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**732.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**733.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**734.**

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**735.**

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,494 global accepts · Rating: 1000 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[thenymphsofdelphi's solution](#)

**736.**

177B1

[Rectangular Game](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1000 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[thenymphsofdelphi's solution](#)

**737.**

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**738.**

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**739.**

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**740.**

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**741.**

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**742.**

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**743.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**744.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**745.**

724A

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

Quality: 7,555 global accepts · Rating: 1000 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**746.**

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,413 global accepts · Rating: 1000 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**747.**

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**748.**

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**749.**

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,803 global accepts · Rating: 1000 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**750.**

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2019-01-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[thenymphsofdelphi's solution](#)

**751.**

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**752.**

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

**753.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2019-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**754.**

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  
[thenymphsofdelphi's solution](#)

**755.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**756.**

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**757.**

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[thenymphsofdelphi's solution](#)

**758.**

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,977 global accepts · Rating: 1000 · first AC: 2018-06-25 · last AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**759.**

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**760.**

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**761.**

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**762.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**763.**

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**764.**

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**765.**

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**766.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**767.**

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[thenymphsofdelphi's solution](#)

**768.**

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**769.**

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**770.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**771.**

1027A

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

Quality: 18,804 global accepts · Rating: 1000 · first AC: 2018-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**772.**

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**773.**

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,507 global accepts · Rating: 1000 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**774.**

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**775.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,126 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[thenymphsofdelphi's solution](#)

**776.**

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**777.**

389A

[Fox and Number Game](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[thenymphsofdelphi's solution](#)

**778.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**779.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1000 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**780.**

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**781.**

699A

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

Quality: 18,844 global accepts · Rating: 1000 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**782.**

552A

[Vanya and Table](#) · [Tutorial](#)

Quality: 10,148 global accepts · Rating: 1000 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**783.**

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[thenymphsofdelphi's solution](#)

**784.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**785.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**786.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,145 global accepts · Rating: 1000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[thenymphsofdelphi's solution](#)

**787.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[thenymphsofdelphi's solution](#)

**788.**

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,243 global accepts · Rating: 1000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**789.**

385A

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

Quality: 17,325 global accepts · Rating: 1000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[thenymphsofdelphi's solution](#)

**790.**

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,556 global accepts · Rating: 1000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[thenymphsofdelphi's solution](#)

**791.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**792.**

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**793.**

219A

[k-String](#) · [Tutorial](#)

Quality: 32,318 global accepts · Rating: 1000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**794.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**795.**

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,023 global accepts · Rating: 1000 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**796.**

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1000 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**797.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

**798.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

**799.**

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**800.**

805A

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462A

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766B

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**803.**

499B

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507A

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**805.**

560A

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118B

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742A

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**808.**

766A

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777A

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761A

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**813.**

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958B1

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**817.**

998A

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816A

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43A

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583A

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441A

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659A

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237A

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**827.**

733A

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124A

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978C

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579A

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577A

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268B

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**836.**

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476A

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230A

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339B

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500A

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Quality: 62,696 global accepts · Rating: 1000 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

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379A

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**842.**

479A

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122A

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131A

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**847.**

118A

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1A

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Quality: 27,918 global accepts · Rating: 1100 · first AC: 2026-04-04 · last AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

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**850.**

2103B

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1958A

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**852.**

1914C

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**853.**

1910A

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Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, implementation  
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**854.**

1811C

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Quality: 22,227 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**855.**

1787B

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**856.**

196A

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Quality: 5,844 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
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**857.**

1669F

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Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
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**859.**

1609B

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**862.**

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508A

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1342B

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**875.**

1333B

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**876.**

1345B

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1332A

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618B

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596A

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**881.**

155B

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**882.**

505A

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**883.**

825A

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225A

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370A

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253A

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**887.**

731B

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**888.**

495A

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Quality: 8,963 global accepts · Rating: 1100 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: implementation  
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1327A

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186A

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633A

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Quality: 14,693 global accepts · Rating: 1100 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
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**892.**

592B

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Quality: 10,086 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: math  
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**895.**

66B

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Quality: 23,109 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, implementation  
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**896.**

365B

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**897.**

433A

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Quality: 17,890 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, implementation  
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**898.**

160B

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**899.**

362B

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799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**901.**

667A

[Pouring Rain](#) · [Tutorial](#)

Quality: 8,470 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: geometry, math  
[thenymphsofdelphi's solution](#)

**902.**

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings  
[thenymphsofdelphi's solution](#)

**903.**

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,984 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**904.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**905.**

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**906.**

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**907.**

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**908.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[thenymphsofdelphi's solution](#)

**909.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search  
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**910.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: graphs, implementation  
[thenymphsofdelphi's solution](#)

**911.**

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,826 global accepts · Rating: 1100 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**912.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation  
[thenymphsofdelphi's solution](#)

**913.**

686B

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

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings  
[thenymphsofdelphi's solution](#)

**914.**

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[thenymphsofdelphi's solution](#)

**915.**

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**916.**

858A

[k-rounding](#) · [Tutorial](#)

Quality: 8,996 global accepts · Rating: 1100 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[thenymphsofdelphi's solution](#)

**917.**

43B

[Letter](#) · [Tutorial](#)

Quality: 20,492 global accepts · Rating: 1100 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**918.**

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[thenymphsofdelphi's solution](#)

**919.**

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[thenymphsofdelphi's solution](#)

**920.**

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**921.**

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings  
[thenymphsofdelphi's solution](#)

**922.**

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,079 global accepts · Rating: 1100 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[thenymphsofdelphi's solution](#)

**923.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1100 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings  
[thenymphsofdelphi's solution](#)

**924.**

938B

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

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[thenymphsofdelphi's solution](#)

**925.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**926.**

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2019-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[thenymphsofdelphi's solution](#)

**927.**

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**928.**

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**929.**

381B

[Sereja and Stairs](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**930.**

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**931.**

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,976 global accepts · Rating: 1100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**932.**

355A

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

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**933.**

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**934.**

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2019-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**935.**

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,358 global accepts · Rating: 1100 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[thenymphsofdelphi's solution](#)

**936.**

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**937.**

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,440 global accepts · Rating: 1100 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**938.**

218B

[Airport](#) · [Tutorial](#)

Quality: 18,375 global accepts · Rating: 1100 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**939.**

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**940.**

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**941.**

110B

[Lucky String](#) · [Tutorial](#)

Quality: 11,020 global accepts · Rating: 1100 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[thenymphsofdelphi's solution](#)

**942.**

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**943.**

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory  
[thenymphsofdelphi's solution](#)

**944.**

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**945.**

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**946.**

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,255 global accepts · Rating: 1100 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**947.**

1231C

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

Quality: 4,363 global accepts · Rating: 1100 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**948.**

1033B

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

Quality: 11,957 global accepts · Rating: 1100 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**949.**

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**950.**

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**951.**

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[thenymphsofdelphi's solution](#)

**952.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,525 global accepts · Rating: 1100 · first AC: 2019-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[thenymphsofdelphi's solution](#)

**953.**

1121A

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

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[thenymphsofdelphi's solution](#)

**954.**

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  
[thenymphsofdelphi's solution](#)

**955.**

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[thenymphsofdelphi's solution](#)

**956.**

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**957.**

296A

[Yaroslav and Permutations](#) · [Tutorial](#)

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**958.**

1166B

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

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[thenymphsofdelphi's solution](#)

**959.**

884B

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

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**960.**

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**961.**

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**962.**

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,688 global accepts · Rating: 1100 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**963.**

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**964.**

245B

[Internet Address](#) · [Tutorial](#)

Quality: 5,521 global accepts · Rating: 1100 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**965.**

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**966.**

218A

[Mountain Scenery](#) · [Tutorial](#)

Quality: 10,532 global accepts · Rating: 1100 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**967.**

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**968.**

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**969.**

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[thenymphsofdelphi's solution](#)

**970.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**971.**

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,423 global accepts · Rating: 1100 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, strings  
[thenymphsofdelphi's solution](#)

**972.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**973.**

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**974.**

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[thenymphsofdelphi's solution](#)

**975.**

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  
[thenymphsofdelphi's solution](#)

**976.**

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**977.**

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,796 global accepts · Rating: 1100 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**978.**

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**979.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**980.**

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**981.**

1058B

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

Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[thenymphsofdelphi's solution](#)

**982.**

556B

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

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**983.**

285A

[Slightly Decreasing Permutations](#) · [Tutorial](#)

Quality: 14,138 global accepts · Rating: 1100 · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**984.**

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**985.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**986.**

712B

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

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**987.**

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[thenymphsofdelphi's solution](#)

**988.**

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[thenymphsofdelphi's solution](#)

**989.**

1038B

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

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[thenymphsofdelphi's solution](#)

**990.**

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**991.**

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**992.**

525A

[Vitaliy and Pie](#) · [Tutorial](#)

Quality: 16,379 global accepts · Rating: 1100 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[thenymphsofdelphi's solution](#)

**993.**

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**994.**

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**995.**

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**996.**

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, sortings  
[thenymphsofdelphi's solution](#)

**997.**

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1100 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**998.**

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**999.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,918 global accepts · Rating: 1100 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[thenymphsofdelphi's solution](#)

**1000.**

987B

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

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**1001.**

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory  
[thenymphsofdelphi's solution](#)

**1002.**

557A

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

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**1003.**

558A

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

Quality: 10,995 global accepts · Rating: 1100 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[thenymphsofdelphi's solution](#)

**1004.**

723B

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

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, strings

[thenymphsofdelphi's solution](#)

**1005.**

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[thenymphsofdelphi's solution](#)

**1006.**

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[thenymphsofdelphi's solution](#)

**1007.**

300A

[Array](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

**1008.**

548A

[Mike and Fax](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[thenymphsofdelphi's solution](#)

**1009.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,831 global accepts · Rating: 1100 · first AC: 2017-11-13 · last AC: 2018-07-29 · C++14 (GCC 6-32) (first AC) · Tags: \*special, greedy, implementation

[thenymphsofdelphi's solution](#)

**1010.**

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1011.**

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**1012.**

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**1013.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,187 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[thenymphsofdelphi's solution](#)

**1014.**

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[thenymphsofdelphi's solution](#)

**1015.**

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[thenymphsofdelphi's solution](#)

**1016.**

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**1017.**

488A

[Giga Tower](#) · [Tutorial](#)

Quality: 14,943 global accepts · Rating: 1100 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**1018.**

682A

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

Quality: 23,994 global accepts · Rating: 1100 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[thenymphsofdelphi's solution](#)

**1019.**

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,608 global accepts · Rating: 1100 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory  
[thenymphsofdelphi's solution](#)

**1020.**

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings, strings  
[thenymphsofdelphi's solution](#)

**1021.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
[thenymphsofdelphi's solution](#)

**1022.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**1023.**

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,506 global accepts · Rating: 1100 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**1024.**

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,662 global accepts · Rating: 1100 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[thenymphsofdelphi's solution](#)

**1025.**

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,886 global accepts · Rating: 1100 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[thenymphsofdelphi's solution](#)

**1026.**

581B

[Luxurious Houses](#) · [Tutorial](#)

Quality: 13,647 global accepts · Rating: 1100 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1027.**

714A

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

Quality: 11,146 global accepts · Rating: 1100 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1028.**

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[thenymphsofdelphi's solution](#)

**1029.**

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1030.**

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,673 global accepts · Rating: 1100 · first AC: 2018-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[thenymphsofdelphi's solution](#)

**1031.**

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,886 global accepts · Rating: 1100 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[thenymphsofdelphi's solution](#)

**1032.**

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

**1033.**

667B

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

Quality: 5,878 global accepts · Rating: 1100 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[thenymphsofdelphi's solution](#)

**1034.**

368B

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

Quality: 49,900 global accepts · Rating: 1100 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[thenymphsofdelphi's solution](#)

**1035.**

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,853 global accepts · Rating: 1100 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

**1036.**

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1037.**

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,728 global accepts · Rating: 1100 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**1038.**

706B

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

Quality: 84,457 global accepts · Rating: 1100 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[thenymphsofdelphi's solution](#)

**1039.**

363B

[Fence](#) · [Tutorial](#)

Quality: 67,075 global accepts · Rating: 1100 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[thenymphsofdelphi's solution](#)

**1040.**

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[thenymphsofdelphi's solution](#)

**1041.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[thenymphsofdelphi's solution](#)

**1042.**

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[thenymphsofdelphi's solution](#)

**1043.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**1044.**

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1045.**

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1046.**

570A

[Elections](#) · [Tutorial](#)

Quality: 14,331 global accepts · Rating: 1100 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1047.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1048.**

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,788 global accepts · Rating: 1100 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[thenymphsofdelphi's solution](#)

**1049.**

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1050.**

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[thenymphsofdelphi's solution](#)

**1051.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,505 global accepts · Rating: 1100 · first AC: 2018-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[thenymphsofdelphi's solution](#)

**1052.**

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1053.**

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,826 global accepts · Rating: 1100 · first AC: 2018-04-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[thenymphsofdelphi's solution](#)

**1054.**

519B

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

Quality: 43,710 global accepts · Rating: 1100 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[thenymphsofdelphi's solution](#)

**1055.**

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1056.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,235 global accepts · Rating: 1100 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1057.**

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,899 global accepts · Rating: 1200 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1058.**

2053B

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

Quality: 16,978 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[thenymphsofdelphi's solution](#)

**1059.**

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**1060.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[thenymphsofdelphi's solution](#)

**1061.**

1916C

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

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

[thenymphsofdelphi's solution](#)

**1062.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math

[thenymphsofdelphi's solution](#)

**1063.**

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[thenymphsofdelphi's solution](#)

**1064.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

**1065.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[thenymphsofdelphi's solution](#)

**1066.**

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · Rust 2021 (first AC) · Tags: constructive algorithms, geometry, math

[thenymphsofdelphi's solution](#)

**1067.**

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[thenymphsofdelphi's solution](#)

**1068.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[thenymphsofdelphi's solution](#)

**1069.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[thenymphsofdelphi's solution](#)

**1070.**

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**1071.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[thenymphsofdelphi's solution](#)

**1072.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

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

[thenymphsofdelphi's solution](#)

**1073.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[thenymphsofdelphi's solution](#)

**1074.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[thenymphsofdelphi's solution](#)

**1075.**

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[thenymphsofdelphi's solution](#)

**1076.**

1495A

[Diamond Miner](#) · [Tutorial](#)

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

[thenymphsofdelphi's solution](#)

**1077.**

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[thenymphsofdelphi's solution](#)

**1078.**

1437B

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

Quality: 20,853 global accepts · Rating: 1200 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[thenymphsofdelphi's solution](#)

**1079.**

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  
[thenymphsofdelphi's solution](#)

**1080.**

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**1081.**

1399C

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

Quality: 32,655 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers  
[thenymphsofdelphi's solution](#)

**1082.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
[thenymphsofdelphi's solution](#)

**1083.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1084.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings  
[thenymphsofdelphi's solution](#)

**1085.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,288 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**1086.**

729B

[Spotlights](#) · [Tutorial](#)

Quality: 8,703 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation  
[thenymphsofdelphi's solution](#)

**1087.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[thenymphsofdelphi's solution](#)

**1088.**

1352C

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

Quality: 69,772 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[thenymphsofdelphi's solution](#)

**1089.**

1352B

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

Quality: 44,820 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**1090.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,848 global accepts · Rating: 1200 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings  
[thenymphsofdelphi's solution](#)

**1091.**

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1092.**

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**1093.**

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**1094.**

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1095.**

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**1096.**

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1097.**

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**1098.**

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**1099.**

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

### 1100.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

### 1101.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

### 1102.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

### 1103.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

### 1104.

408B

[Garland](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1200 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

### 1105.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

### 1106.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,348 global accepts · Rating: 1200 · first AC: 2020-03-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

### 1107.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,083 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

### 1108.

401B

[Sereja and Contests](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[thenymphsofdelphi's solution](#)

### 1109.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

### 1110.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1111.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,047 global accepts · Rating: 1200 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: greedy, number theory

[thenymphsofdelphi's solution](#)

**1112.**

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[thenymphsofdelphi's solution](#)

**1113.**

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[thenymphsofdelphi's solution](#)

**1114.**

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,637 global accepts · Rating: 1200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1115.**

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[thenymphsofdelphi's solution](#)

**1116.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[thenymphsofdelphi's solution](#)

**1117.**

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[thenymphsofdelphi's solution](#)

**1118.**

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[thenymphsofdelphi's solution](#)

**1119.**

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[thenymphsofdelphi's solution](#)

**1120.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[thenymphsofdelphi's solution](#)

**1121.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[thenymphsofdelphi's solution](#)

### 1122.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, sortings

[thenymphsofdelphi's solution](#)

### 1123.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[thenymphsofdelphi's solution](#)

### 1124.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

### 1125.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

### 1126.

1075B

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

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

### 1127.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1200 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

### 1128.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

### 1129.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

### 1130.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

### 1131.

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

[thenymphsofdelphi's solution](#)

### 1132.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation  
[thenymphsofdelphi's solution](#)

### 1133.

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[thenymphsofdelphi's solution](#)

### 1134.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[thenymphsofdelphi's solution](#)

### 1135.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

### 1136.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,122 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[thenymphsofdelphi's solution](#)

### 1137.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[thenymphsofdelphi's solution](#)

### 1138.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[thenymphsofdelphi's solution](#)

### 1139.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

### 1140.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: games

[thenymphsofdelphi's solution](#)

### 1141.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

### 1142.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[thenymphsofdelphi's solution](#)

**1143.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[thenymphsofdelphi's solution](#)

**1144.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[thenymphsofdelphi's solution](#)

**1145.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**1146.**

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  
[thenymphsofdelphi's solution](#)

**1147.**

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  
[thenymphsofdelphi's solution](#)

**1148.**

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  
[thenymphsofdelphi's solution](#)

**1149.**

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  
[thenymphsofdelphi's solution](#)

**1150.**

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  
[thenymphsofdelphi's solution](#)

**1151.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**1152.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**1153.**

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**1154.**

776B

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

Quality: 25,731 global accepts · Rating: 1200 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[thenymphsofdelphi's solution](#)

**1155.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[thenymphsofdelphi's solution](#)

**1156.**

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**1157.**

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**1158.**

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[thenymphsofdelphi's solution](#)

**1159.**

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[thenymphsofdelphi's solution](#)

**1160.**

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[thenymphsofdelphi's solution](#)

**1161.**

1150C

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

Rating: 1200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[thenymphsofdelphi's solution](#)

**1162.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**1163.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

**1164.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[thenymphsofdelphi's solution](#)

**1165.**

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,465 global accepts · Rating: 1200 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[thenymphsofdelphi's solution](#)

**1166.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[thenymphsofdelphi's solution](#)

**1167.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,958 global accepts · Rating: 1200 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[thenymphsofdelphi's solution](#)

**1168.**

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[thenymphsofdelphi's solution](#)

**1169.**

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[thenymphsofdelphi's solution](#)

**1170.**

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

[thenymphsofdelphi's solution](#)

**1171.**

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[thenymphsofdelphi's solution](#)

**1172.**

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

[thenymphsofdelphi's solution](#)

**1173.**

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2018-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[thenymphsofdelphi's solution](#)

**1174.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[thenymphsofdelphi's solution](#)

**1175.**

574A

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

Quality: 9,524 global accepts · Rating: 1200 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1176.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[thenymphsofdelphi's solution](#)

**1177.**

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1178.**

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**1179.**

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 1200 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**1180.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees  
[thenymphsofdelphi's solution](#)

**1181.**

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**1182.**

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1200 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**1183.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[thenymphsofdelphi's solution](#)

**1184.**

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[thenymphsofdelphi's solution](#)

**1185.**

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[thenymphsofdelphi's solution](#)

**1186.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,473 global accepts · Rating: 1200 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[thenymphsofdelphi's solution](#)

**1187.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1188.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**1189.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**1190.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**1191.**

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**1192.**

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1193.**

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,960 global accepts · Rating: 1200 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1194.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,865 global accepts · Rating: 1200 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[thenymphsofdelphi's solution](#)

**1195.**

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1196.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2018-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1197.**

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[thenymphsofdelphi's solution](#)

**1198.**

265C

[Escape from Stones](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1199.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[thenymphsofdelphi's solution](#)

**1200.**

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1201.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2018-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math  
[thenymphsofdelphi's solution](#)

**1202.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,342 global accepts · Rating: 1200 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[thenymphsofdelphi's solution](#)

**1203.**

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation  
[thenymphsofdelphi's solution](#)

**1204.**

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2018-07-26 · last AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**1205.**

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1206.**

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**1207.**

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2018-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation  
[thenymphsofdelphi's solution](#)

**1208.**

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**1209.**

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[thenymphsofdelphi's solution](#)

**1210.**

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**1211.**

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,362 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers  
[thenymphsofdelphi's solution](#)

**1212.**

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**1213.**

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,072 global accepts · Rating: 1200 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**1214.**

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2018-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1215.**

546B

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

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[thenymphsofdelphi's solution](#)

**1216.**

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,064 global accepts · Rating: 1200 · first AC: 2018-07-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1217.**

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[thenymphsofdelphi's solution](#)

**1218.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[thenymphsofdelphi's solution](#)

**1219.**

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1220.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1221.**

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1222.**

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,322 global accepts · Rating: 1200 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1223.**

459A

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

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1224.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,989 global accepts · Rating: 1200 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1225.**

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1226.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,739 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers  
[thenymphsofdelphi's solution](#)

**1227.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,549 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[thenymphsofdelphi's solution](#)

**1228.**

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,907 global accepts · Rating: 1200 · first AC: 2018-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[thenymphsofdelphi's solution](#)

**1229.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,021 global accepts · Rating: 1200 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1230.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,194 global accepts · Rating: 1200 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings  
[thenymphsofdelphi's solution](#)

**1231.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,168 global accepts · Rating: 1300 · first AC: 2019-06-14 · last AC: 2026-02-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[thenymphsofdelphi's solution](#)

**1232.**

2172M

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

Quality: 5,820 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths  
[thenymphsofdelphi's solution](#)

**1233.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**1234.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**1235.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[thenymphsofdelphi's solution](#)

**1236.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,629 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[thenymphsofdelphi's solution](#)

**1237.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[thenymphsofdelphi's solution](#)

**1238.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,775 global accepts · Rating: 1300 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation,

interactive

[thenymphsofdelphi's solution](#)

**1239.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[thenymphsofdelphi's solution](#)

**1240.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 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

[thenymphsofdelphi's solution](#)

**1241.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · Rust 2021 (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1242.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · Rust 2021 (first AC) · Tags: brute force, implementation, math

[thenymphsofdelphi's solution](#)

**1243.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[thenymphsofdelphi's solution](#)

**1244.**

1753A1

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

Quality: 16,453 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[thenymphsofdelphi's solution](#)

**1245.**

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

[thenymphsofdelphi's solution](#)

**1246.**

1733C

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

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[thenymphsofdelphi's solution](#)

**1247.**

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[thenymphsofdelphi's solution](#)

**1248.**

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,344 global accepts · Rating: 1300 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, two pointers

[thenymphsofdelphi's solution](#)

**1249.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[thenymphsofdelphi's solution](#)

**1250.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[thenymphsofdelphi's solution](#)

**1251.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[thenymphsofdelphi's solution](#)

**1252.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[thenymphsofdelphi's solution](#)

**1253.**

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[thenymphsofdelphi's solution](#)

**1254.**

1381A1

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

Quality: 21,723 global accepts · Rating: 1300 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings  
[thenymphsofdelphi's solution](#)

**1255.**

147A

[Punctuation](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1300 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**1256.**

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1257.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings  
[thenymphsofdelphi's solution](#)

**1258.**

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,988 global accepts · Rating: 1300 · first AC: 2018-07-25 · last AC: 2020-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings  
[thenymphsofdelphi's solution](#)

**1259.**

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers  
[thenymphsofdelphi's solution](#)

### 1260.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

### 1261.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,830 global accepts · Rating: 1300 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

### 1262.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,106 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

### 1263.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2020-06-03 · C++17 (GCC 9-64) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

### 1264.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[thenymphsofdelphi's solution](#)

### 1265.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,002 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

### 1266.

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

### 1267.

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,856 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

### 1268.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

### 1269.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings  
[thenymphsofdelphi's solution](#)

**1270.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[thenymphsofdelphi's solution](#)

**1271.**

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1272.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[thenymphsofdelphi's solution](#)

**1273.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: binary search, math

[thenymphsofdelphi's solution](#)

**1274.**

1234B2

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

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[thenymphsofdelphi's solution](#)

**1275.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,417 global accepts · Rating: 1300 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[thenymphsofdelphi's solution](#)

**1276.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: brute force

[thenymphsofdelphi's solution](#)

**1277.**

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1300 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1278.**

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1300 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1279.**

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

**1280.**

303A

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

Quality: 8,571 global accepts · Rating: 1300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[thenymphsofdelphi's solution](#)

**1281.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,276 global accepts · Rating: 1300 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[thenymphsofdelphi's solution](#)

**1282.**

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,678 global accepts · Rating: 1300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[thenymphsofdelphi's solution](#)

**1283.**

1225B2

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[thenymphsofdelphi's solution](#)

**1284.**

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[thenymphsofdelphi's solution](#)

**1285.**

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,902 global accepts · Rating: 1300 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**1286.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[thenymphsofdelphi's solution](#)

**1287.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,779 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[thenymphsofdelphi's solution](#)

**1288.**

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,599 global accepts · Rating: 1300 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**1289.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[thenymphsofdelphi's solution](#)

**1290.**

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[thenymphsofdelphi's solution](#)

**1291.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[thenymphsofdelphi's solution](#)

**1292.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**1293.**

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, implementation, math  
[thenymphsofdelphi's solution](#)

**1294.**

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,059 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1295.**

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,242 global accepts · Rating: 1300 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[thenymphsofdelphi's solution](#)

**1296.**

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation  
[thenymphsofdelphi's solution](#)

**1297.**

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings  
[thenymphsofdelphi's solution](#)

**1298.**

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,399 global accepts · Rating: 1300 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1299.**

330B

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

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[thenymphsofdelphi's solution](#)

**1300.**

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, strings  
[thenymphsofdelphi's solution](#)

**1301.**

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1302.**

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[thenymphsofdelphi's solution](#)

**1303.**

1159B

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

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1304.**

886C

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

Quality: 5,676 global accepts · Rating: 1300 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, implementation, trees

[thenymphsofdelphi's solution](#)

**1305.**

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[thenymphsofdelphi's solution](#)

**1306.**

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,651 global accepts · Rating: 1300 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[thenymphsofdelphi's solution](#)

**1307.**

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

[thenymphsofdelphi's solution](#)

**1308.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1309.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[thenymphsofdelphi's solution](#)

**1310.**

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[thenymphsofdelphi's solution](#)

**1311.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[thenymphsofdelphi's solution](#)

**1312.**

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1313.**

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1314.**

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**1315.**

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1316.**

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[thenymphsofdelphi's solution](#)

**1317.**

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1318.**

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[thenymphsofdelphi's solution](#)

**1319.**

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**1320.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**1321.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[thenymphsofdelphi's solution](#)

**1322.**

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2018-08-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[thenymphsofdelphi's solution](#)

**1323.**

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**1324.**

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[thenymphsofdelphi's solution](#)

**1325.**

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[thenymphsofdelphi's solution](#)

**1326.**

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[thenymphsofdelphi's solution](#)

**1327.**

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation  
[thenymphsofdelphi's solution](#)

**1328.**

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,827 global accepts · Rating: 1300 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**1329.**

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1330.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[thenymphsofdelphi's solution](#)

**1331.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory  
[thenymphsofdelphi's solution](#)

**1332.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 1300 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[thenymphsofdelphi's solution](#)

**1333.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1334.**

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1335.**

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,027 global accepts · Rating: 1300 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[thenymphsofdelphi's solution](#)

**1336.**

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 1300 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[thenymphsofdelphi's solution](#)

**1337.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,263 global accepts · Rating: 1300 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[thenymphsofdelphi's solution](#)

**1338.**

545D

[Queue](#) · [Tutorial](#)

Quality: 29,519 global accepts · Rating: 1300 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

**1339.**

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[thenymphsofdelphi's solution](#)

**1340.**

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[thenymphsofdelphi's solution](#)

**1341.**

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

**1342.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,872 global accepts · Rating: 1300 · first AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[thenymphsofdelphi's solution](#)

**1343.**

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**1344.**

459B

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

Quality: 47,491 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[thenymphsofdelphi's solution](#)

**1345.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1346.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,828 global accepts · Rating: 1300 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory  
[thenymphsofdelphi's solution](#)

**1347.**

4C

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

Quality: 108,152 global accepts · Rating: 1300 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation  
[thenymphsofdelphi's solution](#)

**1348.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,880 global accepts · Rating: 1300 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[thenymphsofdelphi's solution](#)

**1349.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,877 global accepts · Rating: 1300 · first AC: 2018-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[thenymphsofdelphi's solution](#)

**1350.**

2035C

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

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

**1351.**

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, math  
[thenymphsofdelphi's solution](#)

**1352.**

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games  
[thenymphsofdelphi's solution](#)

**1353.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**1354.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**1355.**

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

[thenymphsofdelphi's solution](#)

**1356.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[thenymphsofdelphi's solution](#)

**1357.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[thenymphsofdelphi's solution](#)

**1358.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[thenymphsofdelphi's solution](#)

**1359.**

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[thenymphsofdelphi's solution](#)

**1360.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[thenymphsofdelphi's solution](#)

**1361.**

417B

[Crash](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1400 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1362.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[thenymphsofdelphi's solution](#)

**1363.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[thenymphsofdelphi's solution](#)

**1364.**

261A

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

Quality: 5,609 global accepts · Rating: 1400 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**1365.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[thenymphsofdelphi's solution](#)

**1366.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**1367.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1368.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation  
[thenymphsofdelphi's solution](#)

**1369.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1370.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation  
[thenymphsofdelphi's solution](#)

**1371.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation  
[thenymphsofdelphi's solution](#)

**1372.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation  
[thenymphsofdelphi's solution](#)

**1373.**

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  
[thenymphsofdelphi's solution](#)

**1374.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**1375.**

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1376.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[thenymphsofdelphi's solution](#)

**1377.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,125 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**1378.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 1400 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[thenymphsofdelphi's solution](#)

**1379.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[thenymphsofdelphi's solution](#)

**1380.**

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[thenymphsofdelphi's solution](#)

**1381.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[thenymphsofdelphi's solution](#)

**1382.**

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[thenymphsofdelphi's solution](#)

**1383.**

1279C

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

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: data structures, implementation

[thenymphsofdelphi's solution](#)

**1384.**

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu

[thenymphsofdelphi's solution](#)

**1385.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**1386.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[thenymphsofdelphi's solution](#)

**1387.**

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation  
[thenymphsofdelphi's solution](#)

**1388.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings  
[thenymphsofdelphi's solution](#)

**1389.**

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  
[thenymphsofdelphi's solution](#)

**1390.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1391.**

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1392.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[thenymphsofdelphi's solution](#)

**1393.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
[thenymphsofdelphi's solution](#)

**1394.**

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  
[thenymphsofdelphi's solution](#)

**1395.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1396.**

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[thenymphsofdelphi's solution](#)

**1397.**

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two

pointers

[thenymphsofdelphi's solution](#)

**1398.**

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,798 global accepts · Rating: 1400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**1399.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1400.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings

[thenymphsofdelphi's solution](#)

**1401.**

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**1402.**

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

[thenymphsofdelphi's solution](#)

**1403.**

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,450 global accepts · Rating: 1400 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[thenymphsofdelphi's solution](#)

**1404.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,240 global accepts · Rating: 1400 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[thenymphsofdelphi's solution](#)

**1405.**

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2019-08-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

[thenymphsofdelphi's solution](#)

**1406.**

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**1407.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1400 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[thenymphsofdelphi's solution](#)

**1408.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2019-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[thenymphsofdelphi's solution](#)

### 1409.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[thenymphsofdelphi's solution](#)

### 1410.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

### 1411.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[thenymphsofdelphi's solution](#)

### 1412.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2019-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

### 1413.

1167C

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

Quality: 26,006 global accepts · Rating: 1400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[thenymphsofdelphi's solution](#)

### 1414.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 1400 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[thenymphsofdelphi's solution](#)

### 1415.

26B

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

Quality: 25,855 global accepts · Rating: 1400 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

### 1416.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

### 1417.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

### 1418.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**1419.**

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force  
[thenymphsofdelphi's solution](#)

**1420.**

1046C

[Space Formula](#) · [Tutorial](#)

Quality: 3,356 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1421.**

1046F

[Splitting money](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 1400 · first AC: 2018-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1422.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math  
[thenymphsofdelphi's solution](#)

**1423.**

278C

[Learning Languages](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dsu  
[thenymphsofdelphi's solution](#)

**1424.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu  
[thenymphsofdelphi's solution](#)

**1425.**

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,185 global accepts · Rating: 1400 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory  
[thenymphsofdelphi's solution](#)

**1426.**

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1427.**

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**1428.**

630H

[Benches](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1400 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[thenymphsofdelphi's solution](#)

**1429.**

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, math  
[thenymphsofdelphi's solution](#)

**1430.**

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1431.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,334 global accepts · Rating: 1400 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1432.**

546C

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

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, games  
[thenymphsofdelphi's solution](#)

**1433.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,948 global accepts · Rating: 1400 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1434.**

514B

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

Quality: 22,635 global accepts · Rating: 1400 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math  
[thenymphsofdelphi's solution](#)

**1435.**

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**1436.**

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2018-07-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[thenymphsofdelphi's solution](#)

**1437.**

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1438.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,433 global accepts · Rating: 1400 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**1439.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,185 global accepts · Rating: 1400 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths  
[thenymphsofdelphi's solution](#)

**1440.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,073 global accepts · Rating: 1400 · first AC: 2018-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[thenymphsofdelphi's solution](#)

**1441.**

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2018-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**1442.**

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees  
[thenymphsofdelphi's solution](#)

**1443.**

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,162 global accepts · Rating: 1400 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**1444.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,682 global accepts · Rating: 1400 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1445.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**1446.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees  
[thenymphsofdelphi's solution](#)

**1447.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,748 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1448.**

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**1449.**

2053C

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

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math  
[thenymphsofdelphi's solution](#)

**1450.**

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special  
[thenymphsofdelphi's solution](#)

**1451.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,753 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings  
[thenymphsofdelphi's solution](#)

**1452.**

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  
[thenymphsofdelphi's solution](#)

**1453.**

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · Rust 2021 (first AC) · Tags: dfs and similar, dp, graphs, sortings  
[thenymphsofdelphi's solution](#)

**1454.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory  
[thenymphsofdelphi's solution](#)

**1455.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[thenymphsofdelphi's solution](#)

**1456.**

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[thenymphsofdelphi's solution](#)

**1457.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math  
[thenymphsofdelphi's solution](#)

**1458.**

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**1459.**

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs  
[thenymphsofdelphi's solution](#)

**1460.**

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[thenymphsofdelphi's solution](#)

**1461.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1462.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1463.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[thenymphsofdelphi's solution](#)

**1464.**

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[thenymphsofdelphi's solution](#)

**1465.**

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

[thenymphsofdelphi's solution](#)

**1466.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[thenymphsofdelphi's solution](#)

**1467.**

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2021-04-14 · last AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1468.**

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[thenymphsofdelphi's solution](#)

**1469.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[thenymphsofdelphi's solution](#)

**1470.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[thenymphsofdelphi's solution](#)

**1471.**

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[thenymphsofdelphi's solution](#)

**1472.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[thenymphsofdelphi's solution](#)

**1473.**

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

[thenymphsofdelphi's solution](#)

**1474.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[thenymphsofdelphi's solution](#)

**1475.**

1400C

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

Quality: 18,505 global accepts · Rating: 1500 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[thenymphsofdelphi's solution](#)

**1476.**

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**1477.**

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[thenymphsofdelphi's solution](#)

**1478.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[thenymphsofdelphi's solution](#)

**1479.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,978 global accepts · Rating: 1500 · first AC: 2018-02-08 · last AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**1480.**

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[thenymphsofdelphi's solution](#)

**1481.**

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[thenymphsofdelphi's solution](#)

**1482.**

204A

[Little Elephant and Interval](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp  
[thenymphsofdelphi's solution](#)

**1483.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers  
[thenymphsofdelphi's solution](#)

**1484.**

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees  
[thenymphsofdelphi's solution](#)

**1485.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation  
[thenymphsofdelphi's solution](#)

**1486.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation  
[thenymphsofdelphi's solution](#)

**1487.**

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,463 global accepts · Rating: 1500 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings  
[thenymphsofdelphi's solution](#)

**1488.**

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp  
[thenymphsofdelphi's solution](#)

**1489.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation  
[thenymphsofdelphi's solution](#)

**1490.**

1341C

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

Rating: 1500 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**1491.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[thenymphsofdelphi's solution](#)

**1492.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[thenymphsofdelphi's solution](#)

**1493.**

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[thenymphsofdelphi's solution](#)

**1494.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[thenymphsofdelphi's solution](#)

**1495.**

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[thenymphsofdelphi's solution](#)

**1496.**

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[thenymphsofdelphi's solution](#)

**1497.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[thenymphsofdelphi's solution](#)

**1498.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[thenymphsofdelphi's solution](#)

**1499.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[thenymphsofdelphi's solution](#)

**1500.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: dp, number theory

[thenymphsofdelphi's solution](#)

**1501.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[thenymphsofdelphi's solution](#)

**1502.**

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[thenymphsofdelphi's solution](#)

**1503.**

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[thenymphsofdelphi's solution](#)

**1504.**

231B

[Magic, Wizardry and Wonders](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[thenymphsofdelphi's solution](#)

**1505.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[thenymphsofdelphi's solution](#)

**1506.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[thenymphsofdelphi's solution](#)

**1507.**

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**1508.**

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[thenymphsofdelphi's solution](#)

**1509.**

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1510.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,831 global accepts · Rating: 1500 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[thenymphsofdelphi's solution](#)

**1511.**

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[thenymphsofdelphi's solution](#)

**1512.**

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search  
[thenymphsofdelphi's solution](#)

**1513.**

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  
[thenymphsofdelphi's solution](#)

**1514.**

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[thenymphsofdelphi's solution](#)

**1515.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory  
[thenymphsofdelphi's solution](#)

**1516.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths  
[thenymphsofdelphi's solution](#)

**1517.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2019-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[thenymphsofdelphi's solution](#)

**1518.**

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1519.**

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[thenymphsofdelphi's solution](#)

**1520.**

149C

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

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**1521.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**1522.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[thenymphsofdelphi's solution](#)

**1523.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[thenymphsofdelphi's solution](#)

**1524.**

496C

[Removing Columns](#) · [Tutorial](#)

Quality: 8,155 global accepts · Rating: 1500 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**1525.**

1219D

[Workout plan](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[thenymphsofdelphi's solution](#)

**1526.**

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[thenymphsofdelphi's solution](#)

**1527.**

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  
[thenymphsofdelphi's solution](#)

**1528.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2019-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers  
[thenymphsofdelphi's solution](#)

**1529.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,468 global accepts · Rating: 1500 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**1530.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,647 global accepts · Rating: 1500 · first AC: 2018-07-07 · last AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings  
[thenymphsofdelphi's solution](#)

**1531.**

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
[thenymphsofdelphi's solution](#)

**1532.**

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**1533.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-06-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[thenymphsofdelphi's solution](#)

**1534.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[thenymphsofdelphi's solution](#)

**1535.**

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**1536.**

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,208 global accepts · Rating: 1500 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar  
[thenymphsofdelphi's solution](#)

**1537.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,669 global accepts · Rating: 1500 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[thenymphsofdelphi's solution](#)

**1538.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,097 global accepts · Rating: 1500 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees  
[thenymphsofdelphi's solution](#)

**1539.**

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[thenymphsofdelphi's solution](#)

**1540.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[thenymphsofdelphi's solution](#)

**1541.**

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[thenymphsofdelphi's solution](#)

**1542.**

1171F

[Division and Union](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-24 · Kotlin 1.4 (first AC) · Tags: \*special, sortings  
[thenymphsofdelphi's solution](#)

**1543.**

1158A

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

Quality: 8,339 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers  
[thenymphsofdelphi's solution](#)

**1544.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,555 global accepts · Rating: 1500 · first AC: 2019-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

**1545.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**1546.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**1547.**

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

[thenymphsofdelphi's solution](#)

**1548.**

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

[thenymphsofdelphi's solution](#)

**1549.**

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**1550.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[thenymphsofdelphi's solution](#)

**1551.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[thenymphsofdelphi's solution](#)

**1552.**

576A

[Vasya and Petya's Game](#) · [Tutorial](#)

Quality: 15,929 global accepts · Rating: 1500 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**1553.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[thenymphsofdelphi's solution](#)

**1554.**

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[thenymphsofdelphi's solution](#)

**1555.**

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,337 global accepts · Rating: 1500 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**1556.**

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1557.**

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings  
[thenymphsofdelphi's solution](#)

**1558.**

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**1559.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,925 global accepts · Rating: 1500 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers  
[thenymphsofdelphi's solution](#)

**1560.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 1500 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation  
[thenymphsofdelphi's solution](#)

**1561.**

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[thenymphsofdelphi's solution](#)

**1562.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,138 global accepts · Rating: 1500 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[thenymphsofdelphi's solution](#)

**1563.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,465 global accepts · Rating: 1500 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[thenymphsofdelphi's solution](#)

**1564.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,870 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[thenymphsofdelphi's solution](#)

**1565.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1566.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1567.**

330D

[Biridian Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation, shortest paths

[thenymphsofdelphi's solution](#)

**1568.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[thenymphsofdelphi's solution](#)

**1569.**

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,893 global accepts · Rating: 1600 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[thenymphsofdelphi's solution](#)

**1570.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,554 global accepts · Rating: 1600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

**1571.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[thenymphsofdelphi's solution](#)

**1572.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[thenymphsofdelphi's solution](#)

**1573.**

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special

[thenymphsofdelphi's solution](#)

**1574.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[thenymphsofdelphi's solution](#)

**1575.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[thenymphsofdelphi's solution](#)

**1576.**

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, implementation  
[thenymphsofdelphi's solution](#)

**1577.**

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy  
[thenymphsofdelphi's solution](#)

**1578.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[thenymphsofdelphi's solution](#)

**1579.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
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**1580.**

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  
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**1581.**

1753B

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
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**1582.**

346A

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Quality: 9,351 global accepts · Rating: 1600 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory  
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**1583.**

333A

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Quality: 4,264 global accepts · Rating: 1600 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
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**1584.**

273B

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Rating: 1600 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics  
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**1585.**

372A

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**1586.**

283A

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Quality: 6,873 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, implementation

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**1587.**

243A

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Quality: 4,466 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

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**1588.**

1615C

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**1589.**

1609D

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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

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**1590.**

1610C

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Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

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**1591.**

1603B

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**1592.**

1528A

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**1593.**

1503A

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**1594.**

1505B

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**1595.**

1483A

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Rating: 1600 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[thenymphsofdelphi's solution](#)

**1596.**

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

greedy

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**1597.**

1437D

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Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths, trees

[thenymphsofdelphi's solution](#)

**1598.**

508C

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**1599.**

1468K

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**1600.**

1461D

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Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

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**1601.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,350 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[thenymphsofdelphi's solution](#)

**1602.**

1363C

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Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[thenymphsofdelphi's solution](#)

**1603.**

1373D

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[thenymphsofdelphi's solution](#)

**1604.**

246C

[Beauty Pageant](#) · [Tutorial](#)

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[thenymphsofdelphi's solution](#)

**1605.**

1056B

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Quality: 4,546 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**1606.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**1607.**

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**1608.**

1348C

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[thenymphsofdelphi's solution](#)

**1609.**

1345C

[Hilbert's Hotel](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
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**1610.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings  
[thenymphsofdelphi's solution](#)

**1611.**

1352G

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

Quality: 24,800 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**1612.**

1295C

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Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
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**1613.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
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**1614.**

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
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**1615.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation  
[thenymphsofdelphi's solution](#)

**1616.**

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1617.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[thenymphsofdelphi's solution](#)

### 1618.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

### 1619.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: data structures, implementation

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### 1620.

1255C

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Quality: 7,223 global accepts · Rating: 1600 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

### 1621.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,786 global accepts · Rating: 1600 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

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### 1622.

353C

[Find Maximum](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1600 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[thenymphsofdelphi's solution](#)

### 1623.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

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[thenymphsofdelphi's solution](#)

### 1624.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

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### 1625.

319A

[Malek Dance Club](#) · [Tutorial](#)

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[thenymphsofdelphi's solution](#)

### 1626.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

### 1627.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[thenymphsofdelphi's solution](#)

**1628.**

682C

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Quality: 8,083 global accepts · Rating: 1600 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[thenymphsofdelphi's solution](#)

**1629.**

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[thenymphsofdelphi's solution](#)

**1630.**

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation  
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**1631.**

1184D1

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Quality: 2,789 global accepts · Rating: 1600 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1632.**

154B

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Quality: 6,125 global accepts · Rating: 1600 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[thenymphsofdelphi's solution](#)

**1633.**

1294D

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Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math  
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**1634.**

1284C

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Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
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**1635.**

1281B

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Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1636.**

383A

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**1637.**

735C

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**1638.**

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
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**1639.**

913C

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**1640.**

741B

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**1641.**

1217B

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**1642.**

785C

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Quality: 7,819 global accepts · Rating: 1600 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
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**1643.**

1203D1

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Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
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**1644.**

75C

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**1645.**

780B

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Quality: 12,646 global accepts · Rating: 1600 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search  
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**1646.**

1165E

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**1647.**

1165D

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Quality: 19,719 global accepts · Rating: 1600 · first AC: 2019-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
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**1648.**

780C

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Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
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**1649.**

343A

[Rational Resistance](#) · [Tutorial](#)

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**1650.**

446A

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Quality: 13,530 global accepts · Rating: 1600 · first AC: 2019-05-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers

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**1651.**

235A

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Quality: 20,983 global accepts · Rating: 1600 · first AC: 2019-05-19 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[thenymphsofdelphi's solution](#)

**1652.**

318C

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Rating: 1600 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[thenymphsofdelphi's solution](#)

**1653.**

603A

[Alternative Thinking](#) · [Tutorial](#)

Quality: 8,252 global accepts · Rating: 1600 · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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**1654.**

607A

[Chain Reaction](#) · [Tutorial](#)

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[thenymphsofdelphi's solution](#)

**1655.**

209A

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Quality: 2,848 global accepts · Rating: 1600 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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**1656.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[thenymphsofdelphi's solution](#)

**1657.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[thenymphsofdelphi's solution](#)

**1658.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2019-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[thenymphsofdelphi's solution](#)

**1659.**

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1660.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**1661.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
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**1662.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**1663.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**1664.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,389 global accepts · Rating: 1600 · first AC: 2018-09-12 · last AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[thenymphsofdelphi's solution](#)

**1665.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**1666.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
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**1667.**

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[thenymphsofdelphi's solution](#)

**1668.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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**1669.**

1015D

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Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
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**1670.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees  
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**1671.**

377A

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Quality: 27,053 global accepts · Rating: 1600 · first AC: 2018-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar  
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**1672.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
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**1673.**

1003D

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Quality: 8,561 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**1674.**

1B

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**1675.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[thenymphsofdelphi's solution](#)

**1676.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings  
[thenymphsofdelphi's solution](#)

**1677.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths  
[thenymphsofdelphi's solution](#)

**1678.**

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees  
[thenymphsofdelphi's solution](#)

**1679.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[thenymphsofdelphi's solution](#)

**1680.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,010 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs  
[thenymphsofdelphi's solution](#)

**1681.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[thenymphsofdelphi's solution](#)

**1682.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[thenymphsofdelphi's solution](#)

**1683.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[thenymphsofdelphi's solution](#)

**1684.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,462 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[thenymphsofdelphi's solution](#)

**1685.**

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[thenymphsofdelphi's solution](#)

**1686.**

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, sortings

[thenymphsofdelphi's solution](#)

**1687.**

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings

[thenymphsofdelphi's solution](#)

**1688.**

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[thenymphsofdelphi's solution](#)

**1689.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[thenymphsofdelphi's solution](#)

**1690.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[thenymphsofdelphi's solution](#)

**1691.**

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, bitmasks, dp, greedy  
[thenymphsofdelphi's solution](#)

**1692.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**1693.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[thenymphsofdelphi's solution](#)

**1694.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers  
[thenymphsofdelphi's solution](#)

**1695.**

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive  
[thenymphsofdelphi's solution](#)

**1696.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

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  
[thenymphsofdelphi's solution](#)

**1697.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings  
[thenymphsofdelphi's solution](#)

**1698.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory  
[thenymphsofdelphi's solution](#)

**1699.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs  
[thenymphsofdelphi's solution](#)

**1700.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[thenymphsofdelphi's solution](#)

**1701.**

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[thenymphsofdelphi's solution](#)

### 1702.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[thenymphsofdelphi's solution](#)

### 1703.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[thenymphsofdelphi's solution](#)

### 1704.

1383A

[String Transformation 1](#) · [Tutorial](#)

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

[thenymphsofdelphi's solution](#)

### 1705.

1362D

[Johnny and Contribution](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

### 1706.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[thenymphsofdelphi's solution](#)

### 1707.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[thenymphsofdelphi's solution](#)

### 1708.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

### 1709.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[thenymphsofdelphi's solution](#)

### 1710.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

### 1711.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[thenymphsofdelphi's solution](#)

**1712.**

191B

[Demonstration](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

**1713.**

449A

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

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**1714.**

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[thenymphsofdelphi's solution](#)

**1715.**

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
[thenymphsofdelphi's solution](#)

**1716.**

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,029 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation  
[thenymphsofdelphi's solution](#)

**1717.**

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1718.**

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation  
[thenymphsofdelphi's solution](#)

**1719.**

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
[thenymphsofdelphi's solution](#)

**1720.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1721.**

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2020-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[thenymphsofdelphi's solution](#)

**1722.**

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[thenymphsofdelphi's solution](#)

**1723.**

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math  
[thenymphsofdelphi's solution](#)

**1724.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**1725.**

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees  
[thenymphsofdelphi's solution](#)

**1726.**

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[thenymphsofdelphi's solution](#)

**1727.**

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math  
[thenymphsofdelphi's solution](#)

**1728.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[thenymphsofdelphi's solution](#)

**1729.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings  
[thenymphsofdelphi's solution](#)

**1730.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**1731.**

1341D

[Nastya and Scoreboard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy  
[thenymphsofdelphi's solution](#)

**1732.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,478 global accepts · Rating: 1700 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1733.**

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[thenymphsofdelphi's solution](#)

**1734.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

**1735.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[thenymphsofdelphi's solution](#)

**1736.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[thenymphsofdelphi's solution](#)

**1737.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[thenymphsofdelphi's solution](#)

**1738.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: combinatorics, math

[thenymphsofdelphi's solution](#)

**1739.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,293 global accepts · Rating: 1700 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[thenymphsofdelphi's solution](#)

**1740.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[thenymphsofdelphi's solution](#)

**1741.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

**1742.**

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[thenymphsofdelphi's solution](#)

**1743.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: dp, implementation

[thenymphsofdelphi's solution](#)

**1744.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[thenymphsofdelphi's solution](#)

**1745.**

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[thenymphsofdelphi's solution](#)

**1746.**

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1747.**

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[thenymphsofdelphi's solution](#)

**1748.**

1249E

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

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[thenymphsofdelphi's solution](#)

**1749.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[thenymphsofdelphi's solution](#)

**1750.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[thenymphsofdelphi's solution](#)

**1751.**

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, strings

[thenymphsofdelphi's solution](#)

**1752.**

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[thenymphsofdelphi's solution](#)

**1753.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**1754.**

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[thenymphsofdelphi's solution](#)

**1755.**

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math

[thenymphsofdelphi's solution](#)

**1756.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,119 global accepts · Rating: 1700 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[thenymphsofdelphi's solution](#)

**1757.**

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

**1758.**

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees

[thenymphsofdelphi's solution](#)

**1759.**

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[thenymphsofdelphi's solution](#)

**1760.**

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[thenymphsofdelphi's solution](#)

**1761.**

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[thenymphsofdelphi's solution](#)

**1762.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2018-07-27 · last AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**1763.**

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,538 global accepts · Rating: 1700 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[thenymphsofdelphi's solution](#)

**1764.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,113 global accepts · Rating: 1700 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings  
[thenymphsofdelphi's solution](#)

**1765.**

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[thenymphsofdelphi's solution](#)

**1766.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[thenymphsofdelphi's solution](#)

**1767.**

567C

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

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp  
[thenymphsofdelphi's solution](#)

**1768.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1769.**

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings  
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**1770.**

798C

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Quality: 6,370 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory  
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**1771.**

915C

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Quality: 7,554 global accepts · Rating: 1700 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
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**1772.**

919D

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**1773.**

1301C

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**1774.**

685A

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**1775.**

630Q

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Quality: 1,464 global accepts · Rating: 1700 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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**1776.**

460C

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**1777.**

20A

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Quality: 7,128 global accepts · Rating: 1700 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**1778.**

977F

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

Quality: 25,131 global accepts · Rating: 1700 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**1779.**

1061C

[Multiplicity](#) · [Tutorial](#)

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**1780.**

269B

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Quality: 6,991 global accepts · Rating: 1700 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**1781.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**1782.**

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

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**1783.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,250 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

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**1784.**

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[thenymphsofdelphi's solution](#)

**1785.**

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[thenymphsofdelphi's solution](#)

**1786.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**1787.**

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1788.**

1228C

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Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**1789.**

1229A

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[thenymphsofdelphi's solution](#)

**1790.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[thenymphsofdelphi's solution](#)

**1791.**

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[thenymphsofdelphi's solution](#)

**1792.**

1219C

[Periodic integer number](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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**1793.**

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[thenymphsofdelphi's solution](#)

**1794.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

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[thenymphsofdelphi's solution](#)

**1795.**

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation,

two pointers

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**1796.**

1202B

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Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths

[thenymphsofdelphi's solution](#)

**1797.**

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1700 · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[thenymphsofdelphi's solution](#)

**1798.**

1176E

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**1799.**

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

[thenymphsofdelphi's solution](#)

**1800.**

598D

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**1801.**

1091D

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Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[thenymphsofdelphi's solution](#)

**1802.**

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,550 global accepts · Rating: 1700 · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[thenymphsofdelphi's solution](#)

**1803.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[thenymphsofdelphi's solution](#)

**1804.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[thenymphsofdelphi's solution](#)

**1805.**

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1806.**

1015E1

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

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[thenymphsofdelphi's solution](#)

**1807.**

1006D

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

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1808.**

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**1809.**

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[thenymphsofdelphi's solution](#)

**1810.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,890 global accepts · Rating: 1700 · first AC: 2018-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers  
[thenymphsofdelphi's solution](#)

**1811.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[thenymphsofdelphi's solution](#)

**1812.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 1700 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings  
[thenymphsofdelphi's solution](#)

**1813.**

2035D

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

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

**1814.**

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1815.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings  
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**1816.**

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[thenymphsofdelphi's solution](#)

### 1817.

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

[thenymphsofdelphi's solution](#)

### 1818.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,422 global accepts · Rating: 1800 · first AC: 2023-07-25 · Rust 2021 (first AC) · Tags: bitmasks, greedy, math, strings, trees

[thenymphsofdelphi's solution](#)

### 1819.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · Rust 2021 (first AC) · Tags: binary search, brute force, implementation, math

[thenymphsofdelphi's solution](#)

### 1820.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[thenymphsofdelphi's solution](#)

### 1821.

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

[thenymphsofdelphi's solution](#)

### 1822.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[thenymphsofdelphi's solution](#)

### 1823.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1800 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[thenymphsofdelphi's solution](#)

### 1824.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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### 1825.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

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### 1826.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1827.**

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[thenymphsofdelphi's solution](#)

**1828.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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**1829.**

671A

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Quality: 4,376 global accepts · Rating: 1800 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, greedy, implementation

[thenymphsofdelphi's solution](#)

**1830.**

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

[thenymphsofdelphi's solution](#)

**1831.**

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

[thenymphsofdelphi's solution](#)

**1832.**

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation, math

[thenymphsofdelphi's solution](#)

**1833.**

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

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**1834.**

1575D

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

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

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**1835.**

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

[thenymphsofdelphi's solution](#)

**1836.**

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

[thenymphsofdelphi's solution](#)

**1837.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths  
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**1838.**

280B

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Quality: 5,251 global accepts · Rating: 1800 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, two pointers  
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**1839.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1840.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation  
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**1841.**

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: \*special, greedy, implementation, shortest paths  
[thenymphsofdelphi's solution](#)

**1842.**

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: \*special, number theory  
[thenymphsofdelphi's solution](#)

**1843.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · last AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math  
[thenymphsofdelphi's solution](#)

**1844.**

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, greedy  
[thenymphsofdelphi's solution](#)

**1845.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math  
[thenymphsofdelphi's solution](#)

**1846.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
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**1847.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[thenymphsofdelphi's solution](#)

**1848.**

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[thenymphsofdelphi's solution](#)

**1849.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[thenymphsofdelphi's solution](#)

**1850.**

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[thenymphsofdelphi's solution](#)

**1851.**

351A

[Jeff and Rounding](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

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**1852.**

923C

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Quality: 4,727 global accepts · Rating: 1800 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings, trees

[thenymphsofdelphi's solution](#)

**1853.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings

[thenymphsofdelphi's solution](#)

**1854.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

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**1855.**

483B

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Quality: 4,351 global accepts · Rating: 1800 · first AC: 2020-08-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

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**1856.**

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, two pointers

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**1857.**

459D

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Quality: 12,810 global accepts · Rating: 1800 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer,

sortings

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**1858.**

1287C

[Garland](#) · [Tutorial](#)

Quality: 1800 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

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**1859.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,179 global accepts · Rating: 1800 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[thenymphsofdelphi's solution](#)

**1860.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,810 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

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**1861.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,588 global accepts · Rating: 1800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

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**1862.**

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[thenymphsofdelphi's solution](#)

**1863.**

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

[thenymphsofdelphi's solution](#)

**1864.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[thenymphsofdelphi's solution](#)

**1865.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[thenymphsofdelphi's solution](#)

**1866.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[thenymphsofdelphi's solution](#)

**1867.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,757 global accepts · Rating: 1800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[thenymphsofdelphi's solution](#)

### 1868.

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[thenymphsofdelphi's solution](#)

### 1869.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: greedy, implementation

[thenymphsofdelphi's solution](#)

### 1870.

1255E1

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

Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[thenymphsofdelphi's solution](#)

### 1871.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,875 global accepts · Rating: 1800 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: bitmasks, dp

[thenymphsofdelphi's solution](#)

### 1872.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

### 1873.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

### 1874.

1151C

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

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[thenymphsofdelphi's solution](#)

### 1875.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)

### 1876.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[thenymphsofdelphi's solution](#)

### 1877.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[thenymphsofdelphi's solution](#)

**1878.**

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[thenymphsofdelphi's solution](#)

**1879.**

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[thenymphsofdelphi's solution](#)

**1880.**

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1881.**

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

**1882.**

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,013 global accepts · Rating: 1800 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[thenymphsofdelphi's solution](#)

**1883.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[thenymphsofdelphi's solution](#)

**1884.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[thenymphsofdelphi's solution](#)

**1885.**

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[thenymphsofdelphi's solution](#)

**1886.**

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[thenymphsofdelphi's solution](#)

**1887.**

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**1888.**

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,702 global accepts · Rating: 1800 · first AC: 2019-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy,

number theory, sortings

[thenymphsofdelphi's solution](#)

**1889.**

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, implementation

[thenymphsofdelphi's solution](#)

**1890.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

**1891.**

448D

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

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[thenymphsofdelphi's solution](#)

**1892.**

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

[thenymphsofdelphi's solution](#)

**1893.**

1058D

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

Rating: 1800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[thenymphsofdelphi's solution](#)

**1894.**

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[thenymphsofdelphi's solution](#)

**1895.**

478C

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

Quality: 20,593 global accepts · Rating: 1800 · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1896.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[thenymphsofdelphi's solution](#)

**1897.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[thenymphsofdelphi's solution](#)

**1898.**

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-27 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[thenymphsofdelphi's solution](#)

**1899.**

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[thenymphsofdelphi's solution](#)

## 1900.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

## 1901.

301A

[Yaroslav and Sequence](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

## 1902.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation

[thenymphsofdelphi's solution](#)

## 1903.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[thenymphsofdelphi's solution](#)

## 1904.

2053E

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

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[thenymphsofdelphi's solution](#)

## 1905.

1958E

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

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, constructive algorithms

[thenymphsofdelphi's solution](#)

## 1906.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

## 1907.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[thenymphsofdelphi's solution](#)

## 1908.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[thenymphsofdelphi's solution](#)

## 1909.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[thenymphsofdelphi's solution](#)

## 1910.

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  
[thenymphsofdelphi's solution](#)

## 1911.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees  
[thenymphsofdelphi's solution](#)

## 1912.

1906E

### [Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp  
[thenymphsofdelphi's solution](#)

## 1913.

1866C

### [Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs  
[thenymphsofdelphi's solution](#)

## 1914.

1120A

### [Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers  
[thenymphsofdelphi's solution](#)

## 1915.

1785B

### [Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[thenymphsofdelphi's solution](#)

## 1916.

1787D

### [Game on Axis](#) · [Tutorial](#)

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

## 1917.

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  
[thenymphsofdelphi's solution](#)

## 1918.

1647D

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

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory  
[thenymphsofdelphi's solution](#)

## 1919.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
[thenymphsofdelphi's solution](#)

**1920.**

261B

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

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[thenymphsofdelphi's solution](#)

**1921.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp  
[thenymphsofdelphi's solution](#)

**1922.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[thenymphsofdelphi's solution](#)

**1923.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers  
[thenymphsofdelphi's solution](#)

**1924.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation  
[thenymphsofdelphi's solution](#)

**1925.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy  
[thenymphsofdelphi's solution](#)

**1926.**

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy  
[thenymphsofdelphi's solution](#)

**1927.**

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, brute force, math  
[thenymphsofdelphi's solution](#)

**1928.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**1929.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**1930.**

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

[thenymphsofdelphi's solution](#)

**1931.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[thenymphsofdelphi's solution](#)

**1932.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[thenymphsofdelphi's solution](#)

**1933.**

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**1934.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**1935.**

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[thenymphsofdelphi's solution](#)

**1936.**

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, hashing

[thenymphsofdelphi's solution](#)

**1937.**

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[thenymphsofdelphi's solution](#)

**1938.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[thenymphsofdelphi's solution](#)

**1939.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1900 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[thenymphsofdelphi's solution](#)

**1940.**

1353E

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

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy  
[thenymphsofdelphi's solution](#)

**1941.**

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  
[thenymphsofdelphi's solution](#)

**1942.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,775 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
[thenymphsofdelphi's solution](#)

**1943.**

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths  
[thenymphsofdelphi's solution](#)

**1944.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers  
[thenymphsofdelphi's solution](#)

**1945.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees  
[thenymphsofdelphi's solution](#)

**1946.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees  
[thenymphsofdelphi's solution](#)

**1947.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees  
[thenymphsofdelphi's solution](#)

**1948.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[thenymphsofdelphi's solution](#)

**1949.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math  
[thenymphsofdelphi's solution](#)

**1950.**

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp  
[thenymphsofdelphi's solution](#)

**1951.**

1362E

[Johnny and Grandmaster](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers  
[thenymphsofdelphi's solution](#)

**1952.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory, strings  
[thenymphsofdelphi's solution](#)

**1953.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,172 global accepts · Rating: 1900 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[thenymphsofdelphi's solution](#)

**1954.**

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[thenymphsofdelphi's solution](#)

**1955.**

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2020-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1956.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1957.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees  
[thenymphsofdelphi's solution](#)

**1958.**

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1959.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory  
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**1960.**

1285D

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

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-07-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

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### 1961.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,792 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy

[thenymphsofdelphi's solution](#)

### 1962.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[thenymphsofdelphi's solution](#)

### 1963.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[thenymphsofdelphi's solution](#)

### 1964.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,845 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[thenymphsofdelphi's solution](#)

### 1965.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[thenymphsofdelphi's solution](#)

### 1966.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[thenymphsofdelphi's solution](#)

### 1967.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[thenymphsofdelphi's solution](#)

### 1968.

199B

[Special Olympics](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[thenymphsofdelphi's solution](#)

### 1969.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[thenymphsofdelphi's solution](#)

### 1970.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[thenymphsofdelphi's solution](#)

### 1971.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: 1900 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[thenymphsofdelphi's solution](#)

### 1972.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
[thenymphsofdelphi's solution](#)

### 1973.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities  
[thenymphsofdelphi's solution](#)

### 1974.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings  
[thenymphsofdelphi's solution](#)

### 1975.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers  
[thenymphsofdelphi's solution](#)

### 1976.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[thenymphsofdelphi's solution](#)

### 1977.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, trees  
[thenymphsofdelphi's solution](#)

### 1978.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings  
[thenymphsofdelphi's solution](#)

### 1979.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings  
[thenymphsofdelphi's solution](#)

### 1980.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary

search

[thenymphsofdelphi's solution](#)

**1981.**

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation

[thenymphsofdelphi's solution](#)

**1982.**

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, number theory

[thenymphsofdelphi's solution](#)

**1983.**

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

[thenymphsofdelphi's solution](#)

**1984.**

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[thenymphsofdelphi's solution](#)

**1985.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[thenymphsofdelphi's solution](#)

**1986.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**1987.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[thenymphsofdelphi's solution](#)

**1988.**

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, strings

[thenymphsofdelphi's solution](#)

**1989.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[thenymphsofdelphi's solution](#)

**1990.**

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation, two pointers

[thenymphsofdelphi's solution](#)

**1991.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**1992.**

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**1993.**

686D

[Kay and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
[thenymphsofdelphi's solution](#)

**1994.**

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[thenymphsofdelphi's solution](#)

**1995.**

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation  
[thenymphsofdelphi's solution](#)

**1996.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**1997.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings  
[thenymphsofdelphi's solution](#)

**1998.**

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, sortings  
[thenymphsofdelphi's solution](#)

**1999.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1900 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu  
[thenymphsofdelphi's solution](#)

**2000.**

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

## 2001.

1251D

### [Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[thenymphsofdelphi's solution](#)

## 2002.

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  
[thenymphsofdelphi's solution](#)

## 2003.

1228D

### [Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation  
[thenymphsofdelphi's solution](#)

## 2004.

582B

### [Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, matrices  
[thenymphsofdelphi's solution](#)

## 2005.

700A

### [As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[thenymphsofdelphi's solution](#)

## 2006.

292D

### [Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu  
[thenymphsofdelphi's solution](#)

## 2007.

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  
[thenymphsofdelphi's solution](#)

## 2008.

1200D

### [White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · last AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers  
[thenymphsofdelphi's solution](#)

## 2009.

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  
[thenymphsofdelphi's solution](#)

## 2010.

687C

### [The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2011.**

729E

[Subordinates](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1900 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, sortings

[thenymphsofdelphi's solution](#)

**2012.**

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2019-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[thenymphsofdelphi's solution](#)

**2013.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2014.**

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[thenymphsofdelphi's solution](#)

**2015.**

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[thenymphsofdelphi's solution](#)

**2016.**

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 1900 · first AC: 2019-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, two pointers

[thenymphsofdelphi's solution](#)

**2017.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,883 global accepts · Rating: 1900 · first AC: 2019-04-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[thenymphsofdelphi's solution](#)

**2018.**

599D

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

Quality: 2,729 global accepts · Rating: 1900 · first AC: 2018-12-06 · last AC: 2019-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[thenymphsofdelphi's solution](#)

**2019.**

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

[thenymphsofdelphi's solution](#)

**2020.**

835D

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

Quality: 4,661 global accepts · Rating: 1900 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, strings

[thenymphsofdelphi's solution](#)

**2021.**

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1900 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp  
[thenymphsofdelphi's solution](#)

**2022.**

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**2023.**

1015E2

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

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy  
[thenymphsofdelphi's solution](#)

**2024.**

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices  
[thenymphsofdelphi's solution](#)

**2025.**

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2018-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[thenymphsofdelphi's solution](#)

**2026.**

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,101 global accepts · Rating: 1900 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[thenymphsofdelphi's solution](#)

**2027.**

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, trees  
[thenymphsofdelphi's solution](#)

**2028.**

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**2029.**

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices  
[thenymphsofdelphi's solution](#)

**2030.**

1978E

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

Quality: 4,607 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**2031.**

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, combinatorics

[thenymphsofdelphi's solution](#)

**2032.**

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[thenymphsofdelphi's solution](#)

**2033.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[thenymphsofdelphi's solution](#)

**2034.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[thenymphsofdelphi's solution](#)

**2035.**

1943B

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

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

[thenymphsofdelphi's solution](#)

**2036.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[thenymphsofdelphi's solution](#)

**2037.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[thenymphsofdelphi's solution](#)

**2038.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[thenymphsofdelphi's solution](#)

**2039.**

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, greedy, trees

[thenymphsofdelphi's solution](#)

**2040.**

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[thenymphsofdelphi's solution](#)

**2041.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[thenymphsofdelphi's solution](#)

**2042.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,045 global accepts · Rating: 2000 · first AC: 2023-07-25 · Rust 2021 (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[thenymphsofdelphi's solution](#)

**2043.**

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[thenymphsofdelphi's solution](#)

**2044.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[thenymphsofdelphi's solution](#)

**2045.**

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[thenymphsofdelphi's solution](#)

**2046.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[thenymphsofdelphi's solution](#)

**2047.**

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[thenymphsofdelphi's solution](#)

**2048.**

251C

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

Quality: 1,130 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[thenymphsofdelphi's solution](#)

**2049.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[thenymphsofdelphi's solution](#)

**2050.**

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[thenymphsofdelphi's solution](#)

**2051.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[thenymphsofdelphi's solution](#)

**2052.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[thenymphsofdelphi's solution](#)

**2053.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, sortings

[thenymphsofdelphi's solution](#)

**2054.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[thenymphsofdelphi's solution](#)

**2055.**

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[thenymphsofdelphi's solution](#)

**2056.**

1571F

[Kotlinforces](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2000 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, constructive algorithms, dp

[thenymphsofdelphi's solution](#)

**2057.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

**2058.**

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[thenymphsofdelphi's solution](#)

**2059.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[thenymphsofdelphi's solution](#)

**2060.**

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[thenymphsofdelphi's solution](#)

**2061.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,347 global accepts · Rating: 2000 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[thenymphsofdelphi's solution](#)

**2062.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,710 global accepts · Rating: 2000 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2063.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2064.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[thenymphsofdelphi's solution](#)

**2065.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, dp  
[thenymphsofdelphi's solution](#)

**2066.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,928 global accepts · Rating: 2000 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation  
[thenymphsofdelphi's solution](#)

**2067.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2068.**

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  
[thenymphsofdelphi's solution](#)

**2069.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**2070.**

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers  
[thenymphsofdelphi's solution](#)

**2071.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 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  
[thenymphsofdelphi's solution](#)

**2072.**

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**2073.**

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2020-09-11 · C++17 (GCC 9-64) (first AC) · Tags: two pointers  
[thenymphsofdelphi's solution](#)

**2074.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**2075.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[thenymphsofdelphi's solution](#)

**2076.**

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[thenymphsofdelphi's solution](#)

**2077.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[thenymphsofdelphi's solution](#)

**2078.**

1359D

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

Quality: 10,732 global accepts · Rating: 2000 · first AC: 2020-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers  
[thenymphsofdelphi's solution](#)

**2079.**

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[thenymphsofdelphi's solution](#)

**2080.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation  
[thenymphsofdelphi's solution](#)

**2081.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: ternary search  
[thenymphsofdelphi's solution](#)

**2082.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: brute force, math  
[thenymphsofdelphi's solution](#)

**2083.**

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[thenymphsofdelphi's solution](#)**2084.**

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[thenymphsofdelphi's solution](#)**2085.**

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[thenymphsofdelphi's solution](#)**2086.**

26C

[Parquet](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[thenymphsofdelphi's solution](#)**2087.**

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[thenymphsofdelphi's solution](#)**2088.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[thenymphsofdelphi's solution](#)**2089.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[thenymphsofdelphi's solution](#)**2090.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[thenymphsofdelphi's solution](#)**2091.**

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[thenymphsofdelphi's solution](#)**2092.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[thenymphsofdelphi's solution](#)

**2093.**

515D

[Brazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[thenymphsofdelphi's solution](#)

**2094.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[thenymphsofdelphi's solution](#)

**2095.**

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[thenymphsofdelphi's solution](#)

**2096.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees  
[thenymphsofdelphi's solution](#)

**2097.**

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 2000 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**2098.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[thenymphsofdelphi's solution](#)

**2099.**

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**2100.**

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy  
[thenymphsofdelphi's solution](#)

**2101.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,948 global accepts · Rating: 2000 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[thenymphsofdelphi's solution](#)

**2102.**

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  
[thenymphsofdelphi's solution](#)

**2103.**

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

[thenymphsofdelphi's solution](#)

**2104.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[thenymphsofdelphi's solution](#)

**2105.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[thenymphsofdelphi's solution](#)

**2106.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2107.**

490E

[Restoring Increasing Sequence](#) · [Tutorial](#)

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2019-05-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[thenymphsofdelphi's solution](#)

**2108.**

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: games

[thenymphsofdelphi's solution](#)

**2109.**

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math

[thenymphsofdelphi's solution](#)

**2110.**

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[thenymphsofdelphi's solution](#)

**2111.**

803F

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

Quality: 4,639 global accepts · Rating: 2000 · first AC: 2018-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[thenymphsofdelphi's solution](#)

**2112.**

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[thenymphsofdelphi's solution](#)

**2113.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**2114.**

2172K

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

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[thenymphsofdelphi's solution](#)

**2115.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers  
[thenymphsofdelphi's solution](#)

**2116.**

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings  
[thenymphsofdelphi's solution](#)

**2117.**

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**2118.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings  
[thenymphsofdelphi's solution](#)

**2119.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings  
[thenymphsofdelphi's solution](#)

**2120.**

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[thenymphsofdelphi's solution](#)

**2121.**

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[thenymphsofdelphi's solution](#)

**2122.**

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings  
[thenymphsofdelphi's solution](#)

**2123.**

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  
[thenymphsofdelphi's solution](#)

**2124.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[thenymphsofdelphi's solution](#)

**2125.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[thenymphsofdelphi's solution](#)

**2126.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[thenymphsofdelphi's solution](#)

**2127.**

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[thenymphsofdelphi's solution](#)

**2128.**

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[thenymphsofdelphi's solution](#)

**2129.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[thenymphsofdelphi's solution](#)

**2130.**

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[thenymphsofdelphi's solution](#)

**2131.**

333D

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

Quality: 2,239 global accepts · Rating: 2100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, implementation, sortings

[thenymphsofdelphi's solution](#)

**2132.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[thenymphsofdelphi's solution](#)

**2133.**

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[thenymphsofdelphi's solution](#)

**2134.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[thenymphsofdelphi's solution](#)

**2135.**

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2136.**

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  
[thenymphsofdelphi's solution](#)

**2137.**

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, number theory, trees  
[thenymphsofdelphi's solution](#)

**2138.**

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees  
[thenymphsofdelphi's solution](#)

**2139.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[thenymphsofdelphi's solution](#)

**2140.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry  
[thenymphsofdelphi's solution](#)

**2141.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math  
[thenymphsofdelphi's solution](#)

**2142.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**2143.**

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2144.**

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2145.**

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory  
[thenymphsofdelphi's solution](#)

**2146.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[thenymphsofdelphi's solution](#)

**2147.**

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2100 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory, trees  
[thenymphsofdelphi's solution](#)

**2148.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation  
[thenymphsofdelphi's solution](#)

**2149.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 2100 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings  
[thenymphsofdelphi's solution](#)

**2150.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 2100 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[thenymphsofdelphi's solution](#)

**2151.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[thenymphsofdelphi's solution](#)

**2152.**

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[thenymphsofdelphi's solution](#)

**2153.**

764D

[Timofey and rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry  
[thenymphsofdelphi's solution](#)

**2154.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**2155.**

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings  
[thenymphsofdelphi's solution](#)

**2156.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search  
[thenymphsofdelphi's solution](#)

**2157.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[thenymphsofdelphi's solution](#)

**2158.**

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 2100 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[thenymphsofdelphi's solution](#)

**2159.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[thenymphsofdelphi's solution](#)

**2160.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees  
[thenymphsofdelphi's solution](#)

**2161.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math  
[thenymphsofdelphi's solution](#)

**2162.**

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2163.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees  
[thenymphsofdelphi's solution](#)

**2164.**

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[thenymphsofdelphi's solution](#)

### 2165.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[thenymphsofdelphi's solution](#)

### 2166.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[thenymphsofdelphi's solution](#)

### 2167.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[thenymphsofdelphi's solution](#)

### 2168.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math

[thenymphsofdelphi's solution](#)

### 2169.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[thenymphsofdelphi's solution](#)

### 2170.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 2100 · first AC: 2020-07-19 · last AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[thenymphsofdelphi's solution](#)

### 2171.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[thenymphsofdelphi's solution](#)

### 2172.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[thenymphsofdelphi's solution](#)

### 2173.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[thenymphsofdelphi's solution](#)

### 2174.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

### 2175.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[thenymphsofdelphi's solution](#)

### 2176.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[thenymphsofdelphi's solution](#)

### 2177.

763B

[Timofey and rectangles](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[thenymphsofdelphi's solution](#)

### 2178.

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[thenymphsofdelphi's solution](#)

### 2179.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[thenymphsofdelphi's solution](#)

### 2180.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[thenymphsofdelphi's solution](#)

### 2181.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[thenymphsofdelphi's solution](#)

### 2182.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[thenymphsofdelphi's solution](#)

### 2183.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

### 2184.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[thenymphsofdelphi's solution](#)

**2185.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 2100 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[thenymphsofdelphi's solution](#)

**2186.**

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,028 global accepts · Rating: 2100 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[thenymphsofdelphi's solution](#)

**2187.**

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[thenymphsofdelphi's solution](#)

**2188.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[thenymphsofdelphi's solution](#)

**2189.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[thenymphsofdelphi's solution](#)

**2190.**

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

[thenymphsofdelphi's solution](#)

**2191.**

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

[thenymphsofdelphi's solution](#)

**2192.**

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2018-05-10 · last AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[thenymphsofdelphi's solution](#)

**2193.**

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[thenymphsofdelphi's solution](#)

**2194.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[thenymphsofdelphi's solution](#)

**2195.**

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive

[thenymphsofdelphi's solution](#)

**2196.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2018-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[thenymphsofdelphi's solution](#)

**2197.**

56D

[Changing a String](#) · [Tutorial](#)

Quality: 2,094 global accepts · Rating: 2100 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2198.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[thenymphsofdelphi's solution](#)

**2199.**

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2018-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[thenymphsofdelphi's solution](#)

**2200.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[thenymphsofdelphi's solution](#)

**2201.**

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[thenymphsofdelphi's solution](#)

**2202.**

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[thenymphsofdelphi's solution](#)

**2203.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[thenymphsofdelphi's solution](#)

**2204.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[thenymphsofdelphi's solution](#)

**2205.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[thenymphsofdelphi's solution](#)

**2206.**

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

[thenymphsofdelphi's solution](#)

**2207.**

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[thenymphsofdelphi's solution](#)

**2208.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[thenymphsofdelphi's solution](#)

**2209.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[thenymphsofdelphi's solution](#)

**2210.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[thenymphsofdelphi's solution](#)

**2211.**

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[thenymphsofdelphi's solution](#)

**2212.**

346C

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

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[thenymphsofdelphi's solution](#)

**2213.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[thenymphsofdelphi's solution](#)

**2214.**

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math

[thenymphsofdelphi's solution](#)

**2215.**

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[thenymphsofdelphi's solution](#)

**2216.**

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[thenymphsofdelphi's solution](#)

**2217.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[thenymphsofdelphi's solution](#)

**2218.**

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

[thenymphsofdelphi's solution](#)

**2219.**

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

[thenymphsofdelphi's solution](#)

**2220.**

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[thenymphsofdelphi's solution](#)

**2221.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[thenymphsofdelphi's solution](#)

**2222.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[thenymphsofdelphi's solution](#)

**2223.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[thenymphsofdelphi's solution](#)

**2224.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[thenymphsofdelphi's solution](#)

**2225.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities,

trees

[thenymphsofdelphi's solution](#)

**2226.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2200 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[thenymphsofdelphi's solution](#)

**2227.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: \*special, math

[thenymphsofdelphi's solution](#)

**2228.**

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-13 · GNU C++11 (first AC) · Tags: bitmasks, dp

[thenymphsofdelphi's solution](#)

**2229.**

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[thenymphsofdelphi's solution](#)

**2230.**

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, dp

[thenymphsofdelphi's solution](#)

**2231.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[thenymphsofdelphi's solution](#)

**2232.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[thenymphsofdelphi's solution](#)

**2233.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[thenymphsofdelphi's solution](#)

**2234.**

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[thenymphsofdelphi's solution](#)

**2235.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[thenymphsofdelphi's solution](#)

**2236.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[thenymphsofdelphi's solution](#)

**2237.**

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[thenymphsofdelphi's solution](#)

**2238.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[thenymphsofdelphi's solution](#)

**2239.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[thenymphsofdelphi's solution](#)

**2240.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,043 global accepts · Rating: 2200 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[thenymphsofdelphi's solution](#)

**2241.**

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

[thenymphsofdelphi's solution](#)

**2242.**

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[thenymphsofdelphi's solution](#)

**2243.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[thenymphsofdelphi's solution](#)

**2244.**

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[thenymphsofdelphi's solution](#)

**2245.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[thenymphsofdelphi's solution](#)

**2246.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[thenymphsofdelphi's solution](#)

**2247.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[thenymphsofdelphi's solution](#)

**2248.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[thenymphsofdelphi's solution](#)

**2249.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**2250.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[thenymphsofdelphi's solution](#)

**2251.**

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

**2252.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[thenymphsofdelphi's solution](#)

**2253.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2020-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[thenymphsofdelphi's solution](#)

**2254.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[thenymphsofdelphi's solution](#)

**2255.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[thenymphsofdelphi's solution](#)

**2256.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[thenymphsofdelphi's solution](#)

**2257.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[thenymphsofdelphi's solution](#)

**2258.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[thenymphsofdelphi's solution](#)

**2259.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[thenymphsofdelphi's solution](#)

**2260.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[thenymphsofdelphi's solution](#)

**2261.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[thenymphsofdelphi's solution](#)

**2262.**

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**2263.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[thenymphsofdelphi's solution](#)

**2264.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[thenymphsofdelphi's solution](#)

**2265.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[thenymphsofdelphi's solution](#)

**2266.**

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[thenymphsofdelphi's solution](#)

**2267.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings  
[thenymphsofdelphi's solution](#)

**2268.**

1169E

[And Reachability](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2269.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp  
[thenymphsofdelphi's solution](#)

**2270.**

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp  
[thenymphsofdelphi's solution](#)

**2271.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[thenymphsofdelphi's solution](#)

**2272.**

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[thenymphsofdelphi's solution](#)

**2273.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[thenymphsofdelphi's solution](#)

**2274.**

255E

[Furlo and Rublo and Game](#) · [Tutorial](#)

Quality: 977 global accepts · Rating: 2200 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math  
[thenymphsofdelphi's solution](#)

**2275.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**2276.**

958B2

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

Quality: 747 global accepts · Rating: 2200 · first AC: 2019-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees  
[thenymphsofdelphi's solution](#)

**2277.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
[thenymphsofdelphi's solution](#)

**2278.**

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search  
[thenymphsofdelphi's solution](#)

**2279.**

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[thenymphsofdelphi's solution](#)

**2280.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers  
[thenymphsofdelphi's solution](#)

**2281.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2019-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees  
[thenymphsofdelphi's solution](#)

**2282.**

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, shortest paths  
[thenymphsofdelphi's solution](#)

**2283.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[thenymphsofdelphi's solution](#)

**2284.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2285.**

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[thenymphsofdelphi's solution](#)

**2286.**

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy  
[thenymphsofdelphi's solution](#)

**2287.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[thenymphsofdelphi's solution](#)

### 2288.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, math

[thenymphsofdelphi's solution](#)

### 2289.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[thenymphsofdelphi's solution](#)

### 2290.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[thenymphsofdelphi's solution](#)

### 2291.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

### 2292.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

### 2293.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[thenymphsofdelphi's solution](#)

### 2294.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

### 2295.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[thenymphsofdelphi's solution](#)

### 2296.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[thenymphsofdelphi's solution](#)

### 2297.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[thenymphsofdelphi's solution](#)

### 2298.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[thenymphsofdelphi's solution](#)

### 2299.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2300 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[thenymphsofdelphi's solution](#)

### 2300.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,567 global accepts · Rating: 2300 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[thenymphsofdelphi's solution](#)

### 2301.

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

[thenymphsofdelphi's solution](#)

### 2302.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[thenymphsofdelphi's solution](#)

### 2303.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[thenymphsofdelphi's solution](#)

### 2304.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[thenymphsofdelphi's solution](#)

### 2305.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[thenymphsofdelphi's solution](#)

### 2306.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[thenymphsofdelphi's solution](#)

### 2307.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[thenymphsofdelphi's solution](#)

**2308.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[thenymphsofdelphi's solution](#)

**2309.**

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

[thenymphsofdelphi's solution](#)

**2310.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[thenymphsofdelphi's solution](#)

**2311.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[thenymphsofdelphi's solution](#)

**2312.**

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[thenymphsofdelphi's solution](#)

**2313.**

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry

[thenymphsofdelphi's solution](#)

**2314.**

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, data structures

[thenymphsofdelphi's solution](#)

**2315.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[thenymphsofdelphi's solution](#)

**2316.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

[thenymphsofdelphi's solution](#)

**2317.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, number theory

[thenymphsofdelphi's solution](#)

**2318.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths  
[thenymphsofdelphi's solution](#)

**2319.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory  
[thenymphsofdelphi's solution](#)

**2320.**

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[thenymphsofdelphi's solution](#)

**2321.**

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[thenymphsofdelphi's solution](#)

**2322.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[thenymphsofdelphi's solution](#)

**2323.**

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[thenymphsofdelphi's solution](#)

**2324.**

713C

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

Quality: 6,534 global accepts · Rating: 2300 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[thenymphsofdelphi's solution](#)

**2325.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[thenymphsofdelphi's solution](#)

**2326.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[thenymphsofdelphi's solution](#)

**2327.**

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[thenymphsofdelphi's solution](#)

**2328.**

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[thenymphsofdelphi's solution](#)

**2329.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2330.**

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[thenymphsofdelphi's solution](#)

**2331.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[thenymphsofdelphi's solution](#)

**2332.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,402 global accepts · Rating: 2300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[thenymphsofdelphi's solution](#)

**2333.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,753 global accepts · Rating: 2300 · first AC: 2020-06-04 · last AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[thenymphsofdelphi's solution](#)

**2334.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,406 global accepts · Rating: 2300 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[thenymphsofdelphi's solution](#)

**2335.**

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[thenymphsofdelphi's solution](#)

**2336.**

43E

[Race](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2300 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[thenymphsofdelphi's solution](#)

**2337.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[thenymphsofdelphi's solution](#)

**2338.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math  
[thenymphsofdelphi's solution](#)

**2339.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp  
[thenymphsofdelphi's solution](#)

**2340.**

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation  
[thenymphsofdelphi's solution](#)

**2341.**

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[thenymphsofdelphi's solution](#)

**2342.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy  
[thenymphsofdelphi's solution](#)

**2343.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures  
[thenymphsofdelphi's solution](#)

**2344.**

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 2300 · first AC: 2019-06-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings  
[thenymphsofdelphi's solution](#)

**2345.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings  
[thenymphsofdelphi's solution](#)

**2346.**

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2019-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities  
[thenymphsofdelphi's solution](#)

**2347.**

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2019-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings  
[thenymphsofdelphi's solution](#)

**2348.**

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2018-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities  
[thenymphsofdelphi's solution](#)

**2349.**

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees  
[thenymphsofdelphi's solution](#)

**2350.**

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings  
[thenymphsofdelphi's solution](#)

**2351.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers  
[thenymphsofdelphi's solution](#)

**2352.**

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special  
[thenymphsofdelphi's solution](#)

**2353.**

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees  
[thenymphsofdelphi's solution](#)

**2354.**

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees  
[thenymphsofdelphi's solution](#)

**2355.**

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees  
[thenymphsofdelphi's solution](#)

**2356.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[thenymphsofdelphi's solution](#)

**2357.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[thenymphsofdelphi's solution](#)

**2358.**

1924C

[Fractal Origami](#) · Tutorial

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices  
[thenymphsofdelphi's solution](#)

**2359.**

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  
[thenymphsofdelphi's solution](#)

**2360.**

1910H

[Sum of Digits of Sums](#) · Tutorial

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, binary search, data structures  
[thenymphsofdelphi's solution](#)

**2361.**

1866L

[Lihmfu Balling](#) · Tutorial

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math  
[thenymphsofdelphi's solution](#)

**2362.**

1866M

[Mighty Rock Tower](#) · Tutorial

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities  
[thenymphsofdelphi's solution](#)

**2363.**

1785D

[Wooden Spoon](#) · Tutorial

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math  
[thenymphsofdelphi's solution](#)

**2364.**

906C

[Party](#) · Tutorial

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs  
[thenymphsofdelphi's solution](#)

**2365.**

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  
[thenymphsofdelphi's solution](#)

**2366.**

1725L

[Lemper Cooking Competition](#) · Tutorial

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[thenymphsofdelphi's solution](#)

**2367.**

273D

[Dima and Figure](#) · Tutorial

Quality: 479 global accepts · Rating: 2400 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2368.**

1667C

[Half Queen Cover](#) · Tutorial

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[thenymphsofdelphi's solution](#)

**2369.**

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory  
[thenymphsofdelphi's solution](#)

**2370.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees  
[thenymphsofdelphi's solution](#)

**2371.**

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math  
[thenymphsofdelphi's solution](#)

**2372.**

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory  
[thenymphsofdelphi's solution](#)

**2373.**

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory  
[thenymphsofdelphi's solution](#)

**2374.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[thenymphsofdelphi's solution](#)

**2375.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[thenymphsofdelphi's solution](#)

**2376.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees  
[thenymphsofdelphi's solution](#)

**2377.**

1202E

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

Quality: 2,765 global accepts · Rating: 2400 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, string suffix structures, strings  
[thenymphsofdelphi's solution](#)

**2378.**

26D

[Tickets](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities  
[thenymphsofdelphi's solution](#)

**2379.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy  
[thenymphsofdelphi's solution](#)

**2380.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees  
[thenymphsofdelphi's solution](#)

**2381.**

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2382.**

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[thenymphsofdelphi's solution](#)

**2383.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[thenymphsofdelphi's solution](#)

**2384.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees  
[thenymphsofdelphi's solution](#)

**2385.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[thenymphsofdelphi's solution](#)

**2386.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings  
[thenymphsofdelphi's solution](#)

**2387.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[thenymphsofdelphi's solution](#)

**2388.**

246E

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

Quality: 4,519 global accepts · Rating: 2400 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings  
[thenymphsofdelphi's solution](#)

**2389.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-23 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[thenymphsofdelphi's solution](#)

**2390.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[thenymphsofdelphi's solution](#)

**2391.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[thenymphsofdelphi's solution](#)

**2392.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[thenymphsofdelphi's solution](#)

**2393.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[thenymphsofdelphi's solution](#)

**2394.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[thenymphsofdelphi's solution](#)

**2395.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[thenymphsofdelphi's solution](#)

**2396.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[thenymphsofdelphi's solution](#)

**2397.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[thenymphsofdelphi's solution](#)

**2398.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,961 global accepts · Rating: 2400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[thenymphsofdelphi's solution](#)

**2399.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[thenymphsofdelphi's solution](#)

### 2400.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[thenymphsofdelphi's solution](#)

### 2401.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · last AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[thenymphsofdelphi's solution](#)

### 2402.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: strings

[thenymphsofdelphi's solution](#)

### 2403.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[thenymphsofdelphi's solution](#)

### 2404.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

### 2405.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[thenymphsofdelphi's solution](#)

### 2406.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[thenymphsofdelphi's solution](#)

### 2407.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[thenymphsofdelphi's solution](#)

### 2408.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[thenymphsofdelphi's solution](#)

### 2409.

717H

[Pokermon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[thenymphsofdelphi's solution](#)

### 2410.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: flows

[thenymphsofdelphi's solution](#)

### 2411.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[thenymphsofdelphi's solution](#)

### 2412.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[thenymphsofdelphi's solution](#)

### 2413.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[thenymphsofdelphi's solution](#)

### 2414.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[thenymphsofdelphi's solution](#)

### 2415.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[thenymphsofdelphi's solution](#)

### 2416.

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

[thenymphsofdelphi's solution](#)

### 2417.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-10-11 · last AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[thenymphsofdelphi's solution](#)

### 2418.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[thenymphsofdelphi's solution](#)

### 2419.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[thenymphsofdelphi's solution](#)

### 2420.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[thenymphsofdelphi's solution](#)

**2421.**

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[thenymphsofdelphi's solution](#)

**2422.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[thenymphsofdelphi's solution](#)

**2423.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,812 global accepts · Rating: 2400 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[thenymphsofdelphi's solution](#)

**2424.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[thenymphsofdelphi's solution](#)

**2425.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: graphs, math, shortest paths

[thenymphsofdelphi's solution](#)

**2426.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[thenymphsofdelphi's solution](#)

**2427.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[thenymphsofdelphi's solution](#)

**2428.**

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[thenymphsofdelphi's solution](#)

**2429.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[thenymphsofdelphi's solution](#)

**2430.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[thenymphsofdelphi's solution](#)

**2431.**

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2432.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,433 global accepts · Rating: 2400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[thenymphsofdelphi's solution](#)

**2433.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2434.**

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2019-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search

[thenymphsofdelphi's solution](#)

**2435.**

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[thenymphsofdelphi's solution](#)

**2436.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2018-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[thenymphsofdelphi's solution](#)

**2437.**

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2018-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[thenymphsofdelphi's solution](#)

**2438.**

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[thenymphsofdelphi's solution](#)

**2439.**

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[thenymphsofdelphi's solution](#)

**2440.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[thenymphsofdelphi's solution](#)

**2441.**

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[thenymphsofdelphi's solution](#)

**2442.**

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  
[thenymphsofdelphi's solution](#)

**2443.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**2444.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers  
[thenymphsofdelphi's solution](#)

**2445.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees  
[thenymphsofdelphi's solution](#)

**2446.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees  
[thenymphsofdelphi's solution](#)

**2447.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math  
[thenymphsofdelphi's solution](#)

**2448.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings  
[thenymphsofdelphi's solution](#)

**2449.**

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths  
[thenymphsofdelphi's solution](#)

**2450.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math  
[thenymphsofdelphi's solution](#)

**2451.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search  
[thenymphsofdelphi's solution](#)

**2452.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[thenymphsofdelphi's solution](#)

**2453.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[thenymphsofdelphi's solution](#)

**2454.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[thenymphsofdelphi's solution](#)

**2455.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[thenymphsofdelphi's solution](#)

**2456.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[thenymphsofdelphi's solution](#)

**2457.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[thenymphsofdelphi's solution](#)

**2458.**

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

[thenymphsofdelphi's solution](#)

**2459.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[thenymphsofdelphi's solution](#)

**2460.**

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[thenymphsofdelphi's solution](#)

**2461.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[thenymphsofdelphi's solution](#)

**2462.**

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings  
[thenymphsofdelphi's solution](#)

**2463.**

360C

[Levko and Strings · Tutorial](#)

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[thenymphsofdelphi's solution](#)

**2464.**

1571G

[A Battle Against a Dragon · Tutorial](#)

Quality: 84 global accepts · Rating: 2500 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, dp  
[thenymphsofdelphi's solution](#)

**2465.**

840D

[Destiny · Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities  
[thenymphsofdelphi's solution](#)

**2466.**

1497D

[Genius · Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory  
[thenymphsofdelphi's solution](#)

**2467.**

678F

[Lena and Queries · Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-09-09 · last AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry  
[thenymphsofdelphi's solution](#)

**2468.**

341D

[lahub and Xors · Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[thenymphsofdelphi's solution](#)

**2469.**

660F

[Bear and Bowling 4 · Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search  
[thenymphsofdelphi's solution](#)

**2470.**

528D

[Fuzzy Search · Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft  
[thenymphsofdelphi's solution](#)

**2471.**

981G

[Magic multisets · Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[thenymphsofdelphi's solution](#)

**2472.**

986C

[AND Graph · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[thenymphsofdelphi's solution](#)

**2473.**

1375E

[Inversion SwapSort](#) · Tutorial

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[thenymphsofdelphi's solution](#)

**2474.**

55D

[Beautiful numbers](#) · Tutorial

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[thenymphsofdelphi's solution](#)

**2475.**

704B

[Ant Man](#) · Tutorial

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[thenymphsofdelphi's solution](#)

**2476.**

370E

[Summer Reading](#) · Tutorial

Quality: 320 global accepts · Rating: 2500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[thenymphsofdelphi's solution](#)

**2477.**

993D

[Compute Power](#) · Tutorial

Quality: 835 global accepts · Rating: 2500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[thenymphsofdelphi's solution](#)

**2478.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · Tutorial

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[thenymphsofdelphi's solution](#)

**2479.**

792E

[Colored Balls](#) · Tutorial

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-05-25 · last AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[thenymphsofdelphi's solution](#)

**2480.**

1055E

[Segments on the Line](#) · Tutorial

Quality: 891 global accepts · Rating: 2500 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[thenymphsofdelphi's solution](#)

**2481.**

1188C

[Array Beauty](#) · Tutorial

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2482.**

1368E

[Ski Accidents](#) · Tutorial

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[thenymphsofdelphi's solution](#)

**2483.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[thenymphsofdelphi's solution](#)

**2484.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[thenymphsofdelphi's solution](#)

**2485.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[thenymphsofdelphi's solution](#)

**2486.**

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[thenymphsofdelphi's solution](#)

**2487.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[thenymphsofdelphi's solution](#)

**2488.**

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

[thenymphsofdelphi's solution](#)

**2489.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[thenymphsofdelphi's solution](#)

**2490.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[thenymphsofdelphi's solution](#)

**2491.**

508D

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

Quality: 4,230 global accepts · Rating: 2500 · first AC: 2020-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[thenymphsofdelphi's solution](#)

**2492.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-29 · PyPy 3 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[thenymphsofdelphi's solution](#)

**2493.**

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**2494.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: math, number theory, probabilities  
[thenymphsofdelphi's solution](#)

**2495.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**2496.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-14 · last AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation  
[thenymphsofdelphi's solution](#)

**2497.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[thenymphsofdelphi's solution](#)

**2498.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[thenymphsofdelphi's solution](#)

**2499.**

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 2500 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers  
[thenymphsofdelphi's solution](#)

**2500.**

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2019-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[thenymphsofdelphi's solution](#)

**2501.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[thenymphsofdelphi's solution](#)

**2502.**

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings  
[thenymphsofdelphi's solution](#)

**2503.**

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: \*special, dp  
[thenymphsofdelphi's solution](#)

**2504.**

1970D2

[Arithmancy \(Medium\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, probabilities, strings  
[thenymphsofdelphi's solution](#)

**2505.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing  
[thenymphsofdelphi's solution](#)

**2506.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[thenymphsofdelphi's solution](#)

**2507.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[thenymphsofdelphi's solution](#)

**2508.**

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[thenymphsofdelphi's solution](#)

**2509.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees  
[thenymphsofdelphi's solution](#)

**2510.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math  
[thenymphsofdelphi's solution](#)

**2511.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[thenymphsofdelphi's solution](#)

**2512.**

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths  
[thenymphsofdelphi's solution](#)

**2513.**

346D

[Robot Control](#) · [Tutorial](#)

Quality: 841 global accepts · Rating: 2600 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths  
[thenymphsofdelphi's solution](#)

**2514.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers  
[thenymphsofdelphi's solution](#)

**2515.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[thenymphsofdelphi's solution](#)

**2516.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive  
[thenymphsofdelphi's solution](#)

**2517.**

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, trees  
[thenymphsofdelphi's solution](#)

**2518.**

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle  
[thenymphsofdelphi's solution](#)

**2519.**

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp  
[thenymphsofdelphi's solution](#)

**2520.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[thenymphsofdelphi's solution](#)

**2521.**

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, strings, trees  
[thenymphsofdelphi's solution](#)

**2522.**

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[thenymphsofdelphi's solution](#)

**2523.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[thenymphsofdelphi's solution](#)

**2524.**

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings  
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**2525.**

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math  
[thenymphsofdelphi's solution](#)

**2526.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math  
[thenymphsofdelphi's solution](#)

**2527.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths  
[thenymphsofdelphi's solution](#)

**2528.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,273 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp  
[thenymphsofdelphi's solution](#)

**2529.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[thenymphsofdelphi's solution](#)

**2530.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry  
[thenymphsofdelphi's solution](#)

**2531.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: math  
[thenymphsofdelphi's solution](#)

**2532.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers  
[thenymphsofdelphi's solution](#)

**2533.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[thenymphsofdelphi's solution](#)

**2534.**

542D

[Superhero's Job](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2600 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, math, number theory

[thenymphsofdelphi's solution](#)

**2535.**

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[thenymphsofdelphi's solution](#)

**2536.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[thenymphsofdelphi's solution](#)

**2537.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2020-12-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[thenymphsofdelphi's solution](#)

**2538.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[thenymphsofdelphi's solution](#)

**2539.**

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[thenymphsofdelphi's solution](#)

**2540.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[thenymphsofdelphi's solution](#)

**2541.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[thenymphsofdelphi's solution](#)

**2542.**

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers

[thenymphsofdelphi's solution](#)

**2543.**

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[thenymphsofdelphi's solution](#)

**2544.**

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[thenymphsofdelphi's solution](#)

**2545.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[thenymphsofdelphi's solution](#)

**2546.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[thenymphsofdelphi's solution](#)

**2547.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[thenymphsofdelphi's solution](#)

**2548.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[thenymphsofdelphi's solution](#)

**2549.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[thenymphsofdelphi's solution](#)

**2550.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[thenymphsofdelphi's solution](#)

**2551.**

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry, graphs

[thenymphsofdelphi's solution](#)

**2552.**

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[thenymphsofdelphi's solution](#)

**2553.**

1782F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 2700 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees  
[thenymphsofdelphi's solution](#)

**2554.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing  
[thenymphsofdelphi's solution](#)

**2555.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory  
[thenymphsofdelphi's solution](#)

**2556.**

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math  
[thenymphsofdelphi's solution](#)

**2557.**

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**2558.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers  
[thenymphsofdelphi's solution](#)

**2559.**

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[thenymphsofdelphi's solution](#)

**2560.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees  
[thenymphsofdelphi's solution](#)

**2561.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math  
[thenymphsofdelphi's solution](#)

**2562.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,116 global accepts · Rating: 2700 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry  
[thenymphsofdelphi's solution](#)

**2563.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[thenymphsofdelphi's solution](#)

**2564.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2700 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[thenymphsofdelphi's solution](#)

**2565.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[thenymphsofdelphi's solution](#)

**2566.**

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2567.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[thenymphsofdelphi's solution](#)

**2568.**

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[thenymphsofdelphi's solution](#)

**2569.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[thenymphsofdelphi's solution](#)

**2570.**

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[thenymphsofdelphi's solution](#)

**2571.**

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[thenymphsofdelphi's solution](#)

**2572.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[thenymphsofdelphi's solution](#)

**2573.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[thenymphsofdelphi's solution](#)

**2574.**

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2575.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[thenymphsofdelphi's solution](#)

**2576.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[thenymphsofdelphi's solution](#)

**2577.**

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[thenymphsofdelphi's solution](#)

**2578.**

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[thenymphsofdelphi's solution](#)

**2579.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[thenymphsofdelphi's solution](#)

**2580.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation

[thenymphsofdelphi's solution](#)

**2581.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[thenymphsofdelphi's solution](#)

**2582.**

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation

[thenymphsofdelphi's solution](#)

**2583.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[thenymphsofdelphi's solution](#)

**2584.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[thenymphsofdelphi's solution](#)

**2585.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[thenymphsofdelphi's solution](#)

**2586.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[thenymphsofdelphi's solution](#)

**2587.**

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[thenymphsofdelphi's solution](#)

**2588.**

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[thenymphsofdelphi's solution](#)

**2589.**

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[thenymphsofdelphi's solution](#)

**2590.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[thenymphsofdelphi's solution](#)

**2591.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 2900 · first AC: 2021-04-16 · last AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[thenymphsofdelphi's solution](#)

**2592.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[thenymphsofdelphi's solution](#)

**2593.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[thenymphsofdelphi's solution](#)

**2594.**

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp  
[thenymphsofdelphi's solution](#)

**2595.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer  
[thenymphsofdelphi's solution](#)

**2596.**

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[thenymphsofdelphi's solution](#)

**2597.**

696E

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

Quality: 629 global accepts · Rating: 3000 · first AC: 2018-07-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees  
[thenymphsofdelphi's solution](#)

**2598.**

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory  
[thenymphsofdelphi's solution](#)

**2599.**

1970D3

[Arithmancy \(Hard\)](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: interactive  
[thenymphsofdelphi's solution](#)

**2600.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
[thenymphsofdelphi's solution](#)

**2601.**

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math  
[thenymphsofdelphi's solution](#)

**2602.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search  
[thenymphsofdelphi's solution](#)

**2603.**

1510A

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

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2604.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees  
[thenymphsofdelphi's solution](#)

**2605.**

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[thenymphsofdelphi's solution](#)

**2606.**

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[thenymphsofdelphi's solution](#)

**2607.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[thenymphsofdelphi's solution](#)

**2608.**

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[thenymphsofdelphi's solution](#)

**2609.**

2087G

[Esports in Berland](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[thenymphsofdelphi's solution](#)

**2610.**

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, dp

[thenymphsofdelphi's solution](#)

**2611.**

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, interactive

[thenymphsofdelphi's solution](#)

**2612.**

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special, greedy

[thenymphsofdelphi's solution](#)

**2613.**

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special

[thenymphsofdelphi's solution](#)

**2614.**

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: \*special

[thenymphsofdelphi's solution](#)

**2615.**

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, brute force

[thenymphsofdelphi's solution](#)

**2616.**

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, number theory

[thenymphsofdelphi's solution](#)

**2617.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive  
[thenymphsofdelphi's solution](#)

**2618.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry  
[thenymphsofdelphi's solution](#)

**2619.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, geometry  
[thenymphsofdelphi's solution](#)

**2620.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, string suffix structures  
[thenymphsofdelphi's solution](#)

**2621.**

105192F

[lura's Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2622.**

105192E

[Avoiding TLE!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2623.**

105192D

[Walking the Dog](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2624.**

105192C

[XOR Boss Fight](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2625.**

105192B

[Is this FFT?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2626.**

105192A

[Jellyfish Can't Swim in the Night](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2627.**

105129E

[The Longest Half Hour in the World](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2628.**

105129C

[LCIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2629.**

105129F

[Semi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2630.**

105129K

[The Identity Crisis of Abdelaleem: A Prime Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2631.**

105129H

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

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2632.**

105129I

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

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2633.**

105129J

[Problem Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2634.**

105129L

[15 Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2635.**

105129G

[Bonus System](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2636.**

105129M

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

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2637.**

105129D

[Two Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2638.**

105129B

[Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2639.**

105129A

[Khepri and the Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2640.**

1952D

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

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · last AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, implementation

[thenymphsofdelphi's solution](#)

**2641.**

1952H

[Palindrome](#) · [Tutorial](#)

Quality: 806 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, implementation, strings

[thenymphsofdelphi's solution](#)

**2642.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, binary search, dfs and similar, math

[thenymphsofdelphi's solution](#)

**2643.**

1952J

[Help, what does it mean to be "Based"](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, constructive algorithms, expression parsing, implementation, sortings

[thenymphsofdelphi's solution](#)

**2644.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force

[thenymphsofdelphi's solution](#)

**2645.**

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, brute force, schedules

[thenymphsofdelphi's solution](#)

**2646.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[thenymphsofdelphi's solution](#)

**2647.**

1952A

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

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: \*special, strings

[thenymphsofdelphi's solution](#)

**2648.**

105020I

[Omar and Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2649.**

105020F

[Distinct](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2650.**

105020D

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

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2651.**

105020E

[The Detective Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2652.**

105020C

[Ice Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2653.**

105020B

[Hungry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2654.**

105020M

[Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2655.**

105020J

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2656.**

105020H

[Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2657.**

105020G

[String Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2658.**

105020A

[Mood](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2659.**

105012B

[Big Data](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2660.**

105012F

[Funky Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2661.**

105012I

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

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2662.**

105012H

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

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2663.**

105012D

[Deviously Disorganized Documents](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2664.**

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, implementation, sortings

[thenymphsofdelphi's solution](#)

**2665.**

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, data structures, sortings

[thenymphsofdelphi's solution](#)

**2666.**

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, dfs and similar, graphs, trees

[thenymphsofdelphi's solution](#)

**2667.**

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dfs and similar, two pointers

[thenymphsofdelphi's solution](#)

**2668.**

104772H

[H-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2669.**

104772L

[Loops](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2670.**

104772C

[Colorful Village](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2671.**

104772B

[Based Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2672.**

104772I

[Intersegment Activation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2673.**

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2674.**

104772F

[First Solved, Last Coded](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2675.**

104772E

[Every Queen](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2676.**

104772J

[Jumping Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2677.**

104772D

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2678.**

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2679.**

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2680.**

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2681.**

104832I

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

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2682.**

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2683.**

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2684.**

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2685.**

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2686.**

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2687.**

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2688.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2689.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2690.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2691.**

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2692.**

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2693.**

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2694.**

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2695.**

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2696.**

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2697.**

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2698.**

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2699.**

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2700.**

104869H

[Line Graph Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2701.**

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2702.**

104869B

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

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2703.**

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2704.**

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2705.**

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2706.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2707.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2708.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2709.**

102411D

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

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2710.**

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2711.**

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2712.**

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2713.**

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2714.**

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2715.**

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2716.**

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2717.**

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2718.**

102411A

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Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2719.**

102411M

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Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2720.**

104990I

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Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2721.**

104990H

[Hidden Textland Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2722.**

104990G

[Gridtopia](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2723.**

104990F

[Friends Reunion at the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2724.**

104990E

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Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2725.**

104990D

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Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2726.**

104990C

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Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2727.**

104990B

[Balindromes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2728.**

104990A

[Apartment Tycoon](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2729.**

104871J

[Jumbled Stacks](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2730.**

104871K

[Keys](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2731.**

104871D

[Drying Laundry](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2732.**

104871G

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

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2733.**

104871I

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

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2734.**

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2735.**

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2736.**

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2737.**

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2738.**

104857D

[Balanced Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2739.**

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2740.**

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2741.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2742.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2743.**

104857C

[Cyclic Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2744.**

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2745.**

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2746.**

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2747.**

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2748.**

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2749.**

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2750.**

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2751.**

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2752.**

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2753.**

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2754.**

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · last AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2755.**

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2756.**

104875L

[Last Guess](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2757.**

104875K

[Kebab Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2758.**

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2759.**

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2760.**

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2761.**

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2762.**

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2763.**

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2764.**

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2765.**

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2766.**

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: \*special, implementation  
[thenymphsofdelphi's solution](#)

**2767.**

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2768.**

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2769.**

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2770.**

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2771.**

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2772.**

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2773.**

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2774.**

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2775.**

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2776.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2777.**

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2778.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2779.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2780.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2781.**

104785G

[Glacier Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2782.**

104785J

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Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2783.**

104785E

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Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2784.**

104785H

[History in Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2785.**

104785A

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**2786.**

104785F

[Fast Forward](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2787.**

104785C

[Clearing Space](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2788.**

104785B

[Boat Commuter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2789.**

104785K

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Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2790.**

104785M

[Mini-Tetris 3023](#) · [Tutorial](#)

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**2791.**

104785L

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Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2792.**

104785D

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Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2793.**

104785N

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[thenymphsofdelphi's solution](#)

**2794.**

104114M

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Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2795.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2796.**

104114I

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

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2797.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2798.**

104114H

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[thenymphsofdelphi's solution](#)

**2799.**

104114F

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Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2800.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2801.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2802.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2803.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2804.**

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2805.**

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2806.**

104064G

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

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2807.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2808.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2809.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2810.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2811.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2812.**

104064K

[Knitpicking](#) · [Tutorial](#)

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[thenymphsofdelphi's solution](#)

**2813.**

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2814.**

104053A

[Alice and Her Lost Cat](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2815.**

104053B

[Ayano and sequences](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2816.**

104053K

[Middle Point Graph](#) · Tutorial

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[thenymphsofdelphi's solution](#)

**2817.**

104053I

[Infection](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2818.**

104053M

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Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2819.**

104053C

[Customs Controls 2](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2820.**

104053H

[GameX](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2821.**

104053E

[Elevator](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2822.**

104053L

[Station of Fate](#) · Tutorial

Rating: — · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**2823.**

104787B

[Yet Another Subsequence Problem](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2824.**

104787C

[Palindrome](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2825.**

104787K

[Make SYSU Great Again II](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2826.**

104787M

[Inverted](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2827.**

104787F

[Mystery of Prime](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2828.**

104787D

[Yet Another Coffee](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2829.**

104787J

[Keyi Likes Reading](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2830.**

104787G

[Path](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2831.**

104787A

[Make SYSU Great Again I](#) · Tutorial

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2832.**

104065D

[Gambler's Ruin](#) · Tutorial

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2833.**

104065L

[Por Una Cabeza](#) · Tutorial

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2834.**

104065E

[Hammer to Fall](#) · Tutorial

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2835.**

104065A

[Ban or Pick, What's the Trick](#) · Tutorial

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2836.**

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2837.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2838.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2839.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2840.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2841.**

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2842.**

104713E

[Tobacco Growing](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2843.**

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2844.**

104713I

[Storage Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2845.**

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2846.**

104713C

[Pizzo Collectors](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2847.**

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2848.**

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2849.**

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2850.**

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2851.**

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2852.**

104455D

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

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2853.**

104455C

[Count Triples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2854.**

104455B

[K Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2855.**

104455A

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2856.**

104426G

[GCD of Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2857.**

104426D

[Bubble Sort !!?](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2858.**

104426K

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2859.**

104426J

[Dyscalculia](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2860.**

104426E

[Stacked Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2861.**

104426M

[Kubernetes](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2862.**

104426F

[The Lazy Author](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2863.**

104426L

[Protecting The Earth](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2864.**

104426I

[Yazan's game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2865.**

104426B

[Permutation Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2866.**

104426H

[Abo Abdo Smoothies](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2867.**

104426N

[Ichthyophobia](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2868.**

104426C

[SYPUCPC Problemsetting](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2869.**

104426A

[G Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2870.**

104435C

[Dethrone Antares Now](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2871.**

104435I

[Ominous Acids](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2872.**

104435H

[Not Just an NP-Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2873.**

104435L

[Starquake!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2874.**

104435M

[TheBuzz](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2875.**

104435G

[Irreversible Events](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2876.**

104435K

[Star Seeker's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2877.**

104435J

[Sensor Logs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2878.**

104435B

[Cult of Wah!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2879.**

104390B

[Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2880.**

104390C

[Jewelry Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2881.**

104390A

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2882.**

398C

[Tree and Array](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[thenymphsofdelphi's solution](#)

**2883.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[thenymphsofdelphi's solution](#)

**2884.**

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[thenymphsofdelphi's solution](#)

**2885.**

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities  
[thenymphsofdelphi's solution](#)

**2886.**

1042902

[B50C'ia Că5 Cō>D ;C =C,,5](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2887.**

1042901

[A580D5Că=C 1C'NCD5CÔ8CP](#)

Rating: — · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2888.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2889.**

104326A

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

Rating: — · first AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2890.**

104285K

[K-restricted Induced Subgraphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · last AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2891.**

104285M

[Mini Factorization Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2892.**

104285J

[Jewelry Box](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2893.**

104285C

[Colorful Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2894.**

104285I

[Interval Cover](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2895.**

104285H

[Heritage in the PCCA Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2896.**

104285G

[Genetic Sequence Searching](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2897.**

104285F

[Formidable Team](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2898.**

104285D

[Duo of Magicians](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2899.**

104285E

[Exterior](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2900.**

104285B

[Buying Mascots](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2901.**

104285N

[Nancy's Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2902.**

104285A

[ATCG](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2903.**

104252B

[Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2904.**

104252K

[Kind Baker](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2905.**

104252H

[Horse Race](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2906.**

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2907.**

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2908.**

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2909.**

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2910.**

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2911.**

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2912.**

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2913.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, number theory  
[thenymphsofdelphi's solution](#)

**2914.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special  
[thenymphsofdelphi's solution](#)

**2915.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings  
[thenymphsofdelphi's solution](#)

**2916.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: \*special, constructive algorithms, math, number theory  
[thenymphsofdelphi's solution](#)

**2917.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation  
[thenymphsofdelphi's solution](#)

**2918.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings  
[thenymphsofdelphi's solution](#)

**2919.**

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2920.**

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2921.**

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2922.**

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2923.**

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2924.**

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2925.**

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2926.**

101554B

[Boiling Vegetables](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2927.**

101554C

[Number Trick](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2928.**

103446B

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

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2929.**

103446J

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

Rating: — · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2930.**

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2931.**

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2932.**

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2933.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2934.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**2935.**

104021K

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

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2936.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2937.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2938.**

104021N

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

Rating: — · first AC: 2022-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2939.**

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2940.**

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2941.**

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2942.**

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2943.**

104020K

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

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2944.**

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2945.**

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2946.**

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2947.**

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2948.**

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2949.**

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2950.**

103960K

[Kalel, the Jumping Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2951.**

103960M

[Hopscotch Marathon](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2952.**

103960G

[Geometry of Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2953.**

103960C

[Cutting with Lasers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2954.**

103960B

[Fun with Stones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2955.**

103960H

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

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2956.**

103960J

[Playing 23](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2957.**

103960F

[Multidimensional Hangman](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2958.**

103960L

[Listing Tedious Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2959.**

103960D

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

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2960.**

103960E

[Eliminating Ballons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2961.**

103960N

[Numbers on both Sides](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2962.**

103960I

[Intercepting Information](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2963.**

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2964.**

102460M

[DivModulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2965.**

102460L

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

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2966.**

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2967.**

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2968.**

102460I

[The Spectrum](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2969.**

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2970.**

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2971.**

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2972.**

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2973.**

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2974.**

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2975.**

102780E

[Printed circuit board](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2976.**

102780I

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

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2977.**

102780J

[Something that resembles Waring's problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2978.**

102780C

[Emoticons](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2979.**

102780K

[Parabolic sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2980.**

102780D

[Power play](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2981.**

102780F

[A word game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2982.**

102780H

[Men's showdown](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2983.**

102780B

[Mysterious Resistors](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2984.**

102780A

[Green tea](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2985.**

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2986.**

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2987.**

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2988.**

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2989.**

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**2990.**

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2991.**

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2992.**

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2993.**

101987I

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2994.**

101987B

[Cosmetic Survey](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2995.**

101987E

[LED](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2996.**

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2997.**

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2998.**

101987J

[Starwars](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**2999.**

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3000.**

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

### 3001.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3002.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3003.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3004.

103185F

[Fascinating Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3005.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3006.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3007.

103185B

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

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3008.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3009.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3010.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3011.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3012.**

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3013.**

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3014.**

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3015.**

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3016.**

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3017.**

103806C

[Teatro](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3018.**

101205L

[Takeover Wars](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3019.**

101205E

[Infiltration](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3020.**

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3021.**

102279K

[Kostly Cueries](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3022.**

102279E

[Elevate To Dominate](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3023.**

102279F

[Flood Season](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3024.**

102279I

[Imitater The Potato](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3025.**

102279L

[Left or Right? How about neither?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3026.**

102279G

[Get Higher and Higher](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3027.**

102279B

[Beggin' For A Node](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3028.**

102279D

[Dahlia The Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3029.**

102279H

[Houston, Are You There?](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3030.**

102279J

[Jumpity Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3031.**

102279A

[Amsopoly Simple Version](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3032.**

102279C

[Countering Terrorists](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3033.**

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3034.**

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3035.**

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3036.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3037.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3038.**

103729J

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

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3039.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3040.**

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3041.**

103729B

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

Rating: — · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3042.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3043.**

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3044.**

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3045.**

103688E

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

Rating: — · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3046.**

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3047.**

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3048.**

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3049.**

103373E

[Eatcoin](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · PyPy 3-64 (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3050.**

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3051.**

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3052.**

103373C

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

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3053.**

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3054.**

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3055.**

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, trees

[thenymphsofdelphi's solution](#)

**3056.**

396B

[On Sum of Fractions](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[thenymphsofdelphi's solution](#)

**3057.**

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[thenymphsofdelphi's solution](#)

**3058.**

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

[thenymphsofdelphi's solution](#)

**3059.**

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[thenymphsofdelphi's solution](#)

**3060.**

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

[thenymphsofdelphi's solution](#)

**3061.**

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

[thenymphsofdelphi's solution](#)

**3062.**

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[thenymphsofdelphi's solution](#)

**3063.**

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

[thenymphsofdelphi's solution](#)

**3064.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[thenymphsofdelphi's solution](#)

**3065.**

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

[thenymphsofdelphi's solution](#)

**3066.**

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

[thenymphsofdelphi's solution](#)

### 3067.

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

[thenymphsofdelphi's solution](#)

### 3068.

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

[thenymphsofdelphi's solution](#)

### 3069.

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

[thenymphsofdelphi's solution](#)

### 3070.

103218A

[Atrapasuenos](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

### 3071.

103218C

[Organigramas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

### 3072.

103218B

[Xor](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

### 3073.

103218E

[Rompepuertas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

### 3074.

103648K

[Food Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

### 3075.

103648H

[Fledgling Fight](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

### 3076.

103648G

[Dove Dance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

### 3077.

103648F

[Firebird](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3078.**

103648E

[Bird Watching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3079.**

103648D

[Parrot Riddles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3080.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, divide and conquer, implementation, math  
[thenymphsofdelphi's solution](#)

**3081.**

1663C

[P Ö: Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, math  
[thenymphsofdelphi's solution](#)

**3082.**

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, trees  
[thenymphsofdelphi's solution](#)

**3083.**

101192B

[Sum-and-sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3084.**

101192C

[A lost array](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3085.**

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3086.**

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3087.**

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3088.**

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3089.

101150G

[Network Mess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3090.

103483L

[Birthday](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3091.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3092.

101933D

[Delivery Delays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3093.

103483G

[The Math of Sailing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3094.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3095.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3096.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3097.

103414G

[Maximize XOR sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3098.

103575C

[Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

### 3099.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3100.**

102787B

[Pear TreaP](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3101.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3102.**

103427L

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

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3103.**

103069A

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

Rating: — · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3104.**

103483D

[Exam registration](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3105.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3106.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3107.**

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3108.**

103430D

[Max Sum Array](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3109.**

103430E

[Request Throttling](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3110.**

103430J

[Bongcloud Opening](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3111.**

103430C

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3112.**

103430L

[Smash the Trash](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3113.**

103430H

[Messages](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3114.**

103430M

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3115.**

103430B

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

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3116.**

103430N

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3117.**

103430G

[Chat Ban](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3118.**

103430F

[X-Magic Pair](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3119.**

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3120.**

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3121.**

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3122.**

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3123.**

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3124.**

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3125.**

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3126.**

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3127.**

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3128.**

103366C

[Crystal Caves](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3129.**

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3130.**

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3131.**

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3132.**

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3133.**

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3134.**

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3135.**

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3136.**

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3137.**

103372D

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3138.**

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3139.**

103241L

[Cooked Fish \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3140.**

103241K

[Necklaces](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3141.**

103241J

[Making Stonks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3142.**

103241I

[Chessbot's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3143.**

103241H

[Position of Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3144.**

103241G

[Matching Mispronunciations](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3145.**

103241F

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3146.**

103241E

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

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3147.**

103241D

[Abc's \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3148.**

103241C

[Lattice Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3149.**

103241B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3150.**

103241A

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3151.**

103107G

[Go? No](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3152.**

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3153.**

103107I

[ICU4C](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3154.**

103107E

[Elastic Search](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3155.**

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3156.**

103107L

[Labi-Ribi](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3157.**

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3158.**

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3159.**

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3160.**

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3161.**

103181L

[Hard work](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3162.**

103181F

[Relay Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3163.**

103181B

[Convolved Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3164.**

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3165.**

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, bitmasks, data structures, dp

[thenymphsofdelphi's solution](#)

**3166.**

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, greedy  
[thenymphsofdelphi's solution](#)

**3167.**

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, binary search, data structures, greedy  
[thenymphsofdelphi's solution](#)

**3168.**

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, hashing  
[thenymphsofdelphi's solution](#)

**3169.**

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation  
[thenymphsofdelphi's solution](#)

**3170.**

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[thenymphsofdelphi's solution](#)

**3171.**

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, math  
[thenymphsofdelphi's solution](#)

**3172.**

102824J

[Tanya's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3173.**

102824E

[Locked in the Past](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3174.**

102824H

[The Flock of Rams](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3175.**

102824I

[Textile Display](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3176.**

102824G

[Gemstones](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3177.**

102824F

[Night of the Candles](#) · Tutorial

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3178.**

102824C

[Calendars](#) · Tutorial

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3179.**

102824B

[Stone Piles](#) · Tutorial

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3180.**

102824D

[The Duplicator](#) · Tutorial

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3181.**

102824A

[Climbing Trees](#) · Tutorial

Rating: — · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3182.**

103037I

[Creati](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3183.**

103037H

[Symphony](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3184.**

103037G

[Scale Goodness](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3185.**

103037F

[Ice-T](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3186.**

103037E

[Algo's Rhythm](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3187.**

103037D

[Melodic Harmonies II](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3188.**

103037C

[Melodic Harmonies I](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3189.**

103029D

[John and pizza](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3190.**

103029C

[John, Katya, no nuts](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3191.**

103029B

[John, Katya](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3192.**

103029A

[John and nuts](#) · Tutorial

Rating: — · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3193.**

102964F

[Krosh and arrays](#) · Tutorial

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3194.**

102964J

[Krosh and order-2](#) · Tutorial

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3195.**

102964E

[Krosh and expected value problem](#) · Tutorial

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3196.**

102964I

[Krosh and one more problem with xors](#) · Tutorial

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3197.**

102964G

[Krosh and count arrays problem 2](#) · Tutorial

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3198.**

102964D

[Krosh and series sum](#) · Tutorial

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3199.**

102964C

[Find the order](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3200.**

102964B

[Krosh and xor of sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3201.**

102964A

[Krosh and new sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3202.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-08-11 · last AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3203.**

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3204.**

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3205.**

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3206.**

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3207.**

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3208.**

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3209.**

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3210.**

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3211.**

101438B

[Number as a Gift](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3212.**

101438E

[Manhattan Walk](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3213.**

101438C

[Recursive Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3214.**

102576I

[Sum of Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3215.**

102672M

[Magical XML](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3216.**

102672H

[Road building](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3217.**

102672E

[Crazy domino](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3218.**

102672C

[Spell](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3219.**

102680H

[Last Robotics](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3220.**

102680G

[Bike Race](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3221.**

102680F

[Calculus Eliminator](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3222.**

102680E

[Nogent Norbert](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3223.**

102680D

[One](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3224.**

102680C

[The Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3225.**

102680B

[Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3226.**

102680A

[Passing Bills](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3227.**

101343J

[Husam and the Broken Present 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3228.**

101343A

[On The Way to Lucky Plaza](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3229.**

101343C

[MRT Map](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3230.**

101343K

[Counting Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3231.**

101343B

[So You Think You Can Count?](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3232.**

101343F

[Certifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3233.**

101343E

[Abdalahman Ali Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3234.**

101343D

[Husam's Bug](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3235.**

101343I

[Husam and the Broken Present 1](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3236.**

101343H

[Give Me This Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3237.**

101343G

[In the Chairman's office](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3238.**

102309B

[Brute Force of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3239.**

102309H

[Horton and Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3240.**

102569L

[The Dragon Land](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3241.**

102569D

[Lexicographically Minimal Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3242.**

102569J

[The Battle of Mages](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3243.**

102569K

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3244.**

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3245.**

102569I

[Sorting Colored Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3246.**

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3247.**

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3248.**

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3249.**

102569B

[Bonuses on a Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3250.**

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[thenymphsofdelphi's solution](#)

**3251.**

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, dp, strings  
[thenymphsofdelphi's solution](#)

**3252.**

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, geometry, implementation  
[thenymphsofdelphi's solution](#)

**3253.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math, number theory

[thenymphsofdelphi's solution](#)

**3254.**

1331C

[...And after happily lived ever they](#) · Tutorial

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, bitmasks

[thenymphsofdelphi's solution](#)

**3255.**

1331D

[Again?](#) · Tutorial

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[thenymphsofdelphi's solution](#)

**3256.**

1331A

[Is it rated?](#) · Tutorial

Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special

[thenymphsofdelphi's solution](#)

**3257.**

102501J

[Counting Trees](#) · Tutorial

Rating: — · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3258.**

102503N

[Holy Smokes](#) · Tutorial

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[thenymphsofdelphi's solution](#)

**3259.**

1302C

[Segment tree or Fenwick?](#) · Tutorial

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