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Unique solved — tinca_matei

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

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

Filters: none

Count: 1,047

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,071 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[tinca_matei's solution](#)

2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,221 global accepts · Rating: 800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[tinca_matei's solution](#)

3.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,682 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[tinca_matei's solution](#)

4.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[tinca_matei's solution](#)

5.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,170 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[tinca_matei's solution](#)

6.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[tinca_matei's solution](#)

7.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[tinca_matei's solution](#)

8.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[tinca_matei's solution](#)

9.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,826 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[tinca_matei's solution](#)

10.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[tinca_matei's solution](#)

11.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[tinca_matei's solution](#)

12.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[tinca_matei's solution](#)

13.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,205 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[tinca_matei's solution](#)

14.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tinca_matei's solution](#)

15.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,839 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[tinca_matei's solution](#)

16.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[tinca_matei's solution](#)

17.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy

[tinca_matei's solution](#)

18.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[tinca_matei's solution](#)

19.

2061A

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

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

[tinca_matei's solution](#)

20.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,261 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[tinca_matei's solution](#)

21.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[tinca_matei's solution](#)

22.

1991A

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

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

23.

1994A

[Diverse Game](#) · [Tutorial](#)

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

24.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[tinca_matei's solution](#)

25.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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

26.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

27.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[tinca_matei's solution](#)

28.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[tinca_matei's solution](#)

29.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[tinca_matei's solution](#)

30.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tinca_matei's solution](#)

31.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tinca_matei's solution](#)

32.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tinca_matei's solution](#)

33.

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[tinca_matei's solution](#)

34.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,346 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[tinca_matei's solution](#)

35.

1864A

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

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tinca_matei's solution](#)

36.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tinca_matei's solution](#)

37.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tinca_matei's solution](#)

38.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-31 · Rust 2021 (first AC) · Tags: implementation, math

[tinca_matei's solution](#)

39.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,499 global accepts · Rating: 800 · first AC: 2023-07-14 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, math, trees

[tinca_matei's solution](#)

40.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-07-14 · Rust 2021 (first AC) · Tags: greedy, math, two pointers

[tinca_matei's solution](#)

41.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,310 global accepts · Rating: 800 · first AC: 2023-07-14 · Rust 2021 (first AC) · Tags: greedy, sortings, two pointers

[tinca_matei's solution](#)

42.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[tinca_matei's solution](#)

43.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

[tinca_matei's solution](#)

44.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[tinca_matei's solution](#)

45.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tinca_matei's solution](#)

46.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[tinca_matei's solution](#)

47.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,838 global accepts · Rating: 800 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tinca_matei's solution](#)

48.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tinca_matei's solution](#)

49.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tinca_matei's solution](#)

50.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tinca_matei's solution](#)

51.

1845A

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

Quality: 47,347 global accepts · Rating: 800 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[tinca_matei's solution](#)

52.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[tinca_matei's solution](#)

53.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[tinca_matei's solution](#)

54.

231A

[Team](#) · [Tutorial](#)

Quality: 430,251 global accepts · Rating: 800 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[tinca_matei's solution](#)

55.

1612A

[Distance](#) · [Tutorial](#)

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

[tinca_matei's solution](#)

56.

1398B

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

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

[tinca_matei's solution](#)

57.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,789 global accepts · Rating: 800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[tinca_matei's solution](#)

58.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[tinca_matei's solution](#)

59.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[tinca_matei's solution](#)

60.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[tinca_matei's solution](#)

61.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[tinca_matei's solution](#)

62.

1207A

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

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[tinca_matei's solution](#)

63.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,382 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[tinca_matei's solution](#)

64.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[tinca_matei's solution](#)

65.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[tinca_matei's solution](#)

66.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tinca_matei's solution](#)

67.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[tinca_matei's solution](#)

68.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[tinca_matei's solution](#)

69.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

70.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,844 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[tinca_matei's solution](#)

71.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

72.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,585 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

73.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,310 global accepts · Rating: 800 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

74.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tinca_matei's solution](#)

75.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[tinca_matei's solution](#)

76.

935A

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

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tinca_matei's solution](#)

77.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tinca_matei's solution](#)

78.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tinca_matei's solution](#)

79.

899A

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

Quality: 11,097 global accepts · Rating: 800 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[tinca_matei's solution](#)

80.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,092 global accepts · Rating: 800 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

81.

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[tinca_matei's solution](#)

82.

821A

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

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

[tinca_matei's solution](#)

83.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tinca_matei's solution](#)

84.

758A

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

Quality: 75,304 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[tinca_matei's solution](#)

85.

791A

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

Quality: 257,209 global accepts · Rating: 800 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

86.

785A

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

Quality: 110,950 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tinca_matei's solution](#)

87.

782A

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

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

[tinca_matei's solution](#)

88.

731A

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

Quality: 53,208 global accepts · Rating: 800 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tinca_matei's solution](#)

89.

721A

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

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

90.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[tinca_matei's solution](#)

91.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[tinca_matei's solution](#)

92.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tinca_matei's solution](#)

93.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[tinca_matei's solution](#)

94.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · Rust 2021 (first AC) · Tags: games, math

[tinca_matei's solution](#)

95.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tinca_matei's solution](#)

96.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[tinca_matei's solution](#)

97.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

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98.

1610A

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

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

[tinca_matei's solution](#)

99.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tinca_matei's solution](#)

100.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[tinca_matei's solution](#)

101.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[tinca_matei's solution](#)

102.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[tinca_matei's solution](#)

103.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

104.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

105.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tinca_matei's solution](#)

106.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[tinca_matei's solution](#)

107.

892A

[Greed](#) · [Tutorial](#)

Quality: 14,942 global accepts · Rating: 900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tinca_matei's solution](#)

108.

820A

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

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

109.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tinca_matei's solution](#)

110.

768A

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

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

[tinca_matei's solution](#)

111.

745A

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

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tinca_matei's solution](#)

112.

738A

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

Rating: 900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[tinca_matei's solution](#)

113.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[tinca_matei's solution](#)

114.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[tinca_matei's solution](#)

115.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tinca_matei's solution](#)

116.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-31 · Rust 2021 (first AC) · Tags: greedy, math, sortings

[tinca_matei's solution](#)

117.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tinca_matei's solution](#)

118.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers
[tinca_matei's solution](#)

119.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[tinca_matei's solution](#)

120.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[tinca_matei's solution](#)

121.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[tinca_matei's solution](#)

122.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,162 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[tinca_matei's solution](#)

123.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-25 · last AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[tinca_matei's solution](#)

124.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[tinca_matei's solution](#)

125.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tinca_matei's solution](#)

126.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[tinca_matei's solution](#)

127.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[tinca_matei's solution](#)

128.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms,

implementation

[tinca_matei's solution](#)

129.

920A

[Water The Garden](#) · [Tutorial](#)

Quality: 8,196 global accepts · Rating: 1000 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

130.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[tinca_matei's solution](#)

131.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[tinca_matei's solution](#)

132.

890B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[tinca_matei's solution](#)

133.

890A

[ACM ICPC](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[tinca_matei's solution](#)

134.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,199 global accepts · Rating: 1000 · first AC: 2016-09-22 · last AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[tinca_matei's solution](#)

135.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

136.

779A

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

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[tinca_matei's solution](#)

137.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[tinca_matei's solution](#)

138.

822B

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

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

[tinca_matei's solution](#)

139.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tinca_matei's solution](#)

140.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

141.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[tinca_matei's solution](#)

142.

766A

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

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

[tinca_matei's solution](#)

143.

766B

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

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

[tinca_matei's solution](#)

144.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[tinca_matei's solution](#)

145.

2211B

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

Quality: 11,624 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[tinca_matei's solution](#)

146.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[tinca_matei's solution](#)

147.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,998 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tinca_matei's solution](#)

148.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tinca_matei's solution](#)

149.

2122B

[Pile Shuffling](#) · [Tutorial](#)

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

150.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[tinca_matei's solution](#)

151.

2084B

[MIN = GCD](#) · [Tutorial](#)

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

152.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry
[tinca_matei's solution](#)

153.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[tinca_matei's solution](#)

154.

1994B

[Fun Game](#) · [Tutorial](#)

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

155.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[tinca_matei's solution](#)

156.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[tinca_matei's solution](#)

157.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[tinca_matei's solution](#)

158.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[tinca_matei's solution](#)

159.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[tinca_matei's solution](#)

160.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,492 global accepts · Rating: 1100 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers
[tinca_matei's solution](#)

161.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[tinca_matei's solution](#)

162.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[tinca_matei's solution](#)

163.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[tinca_matei's solution](#)

164.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[tinca_matei's solution](#)

165.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[tinca_matei's solution](#)

166.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[tinca_matei's solution](#)

167.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[tinca_matei's solution](#)

168.

1221B

[Knights](#) · [Tutorial](#)

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

169.

1202A

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

Quality: 10,722 global accepts · Rating: 1100 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[tinca_matei's solution](#)

170.

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[tinca_matei's solution](#)

171.

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[tinca_matei's solution](#)

172.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1100 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[tinca_matei's solution](#)

173.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[tinca_matei's solution](#)

174.

842B

[Gleb And Pizza](#) · [Tutorial](#)

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

175.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[tinca_matei's solution](#)

176.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[tinca_matei's solution](#)

177.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[tinca_matei's solution](#)

178.

785B

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

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

179.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[tinca_matei's solution](#)

180.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tinca_matei's solution](#)

181.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[tinca_matei's solution](#)

182.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tinca_matei's solution](#)

183.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,333 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[tinca_matei's solution](#)

184.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[tinca_matei's solution](#)

185.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[tinca_matei's solution](#)

186.

2053B

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

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[tinca_matei's solution](#)

187.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[tinca_matei's solution](#)

188.

1909B

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

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

[tinca_matei's solution](#)

189.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[tinca_matei's solution](#)

190.

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

[tinca_matei's solution](#)

191.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[tinca_matei's solution](#)

192.

1848B

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

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2023-07-16 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[tinca_matei's solution](#)

193.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-07-14 · Rust 2021 (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tinca_matei's solution](#)

194.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,448 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[tinca_matei's solution](#)

195.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[tinca_matei's solution](#)

196.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tinca_matei's solution](#)

197.

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[tinca_matei's solution](#)

198.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tinca_matei's solution](#)

199.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[tinca_matei's solution](#)

200.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tinca_matei's solution](#)

201.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[tinca_matei's solution](#)

202.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[tinca_matei's solution](#)

203.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,223 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[tinca_matei's solution](#)

204.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[tinca_matei's solution](#)

205.

1076B

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

Quality: 14,589 global accepts · Rating: 1200 · first AC: 2018-11-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[tinca_matei's solution](#)

206.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[tinca_matei's solution](#)

207.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tinca_matei's solution](#)

208.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[tinca_matei's solution](#)

209.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[tinca_matei's solution](#)

210.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[tinca_matei's solution](#)

211.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[tinca_matei's solution](#)

212.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tinca_matei's solution](#)

213.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,114 global accepts · Rating: 1200 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tinca_matei's solution](#)

214.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tinca_matei's solution](#)

215.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[tinca_matei's solution](#)

216.

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: 1200 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[tinca_matei's solution](#)

217.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,775 global accepts · Rating: 1200 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[tinca_matei's solution](#)

218.

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[tinca_matei's solution](#)

219.

795C

[Maximum Number](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, greedy
[tinca_matei's solution](#)

220.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[tinca_matei's solution](#)

221.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[tinca_matei's solution](#)

222.

738B

[Spotlights](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[tinca_matei's solution](#)

223.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,109 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[tinca_matei's solution](#)

224.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,094 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[tinca_matei's solution](#)

225.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[tinca_matei's solution](#)

226.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[tinca_matei's solution](#)

227.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[tinca_matei's solution](#)

228.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[tinca_matei's solution](#)

229.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tinca_matei's solution](#)

230.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[tinca_matei's solution](#)

231.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[tinca_matei's solution](#)

232.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[tinca_matei's solution](#)

233.

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

[tinca_matei's solution](#)

234.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[tinca_matei's solution](#)

235.

1868A

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

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

[tinca_matei's solution](#)

236.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[tinca_matei's solution](#)

237.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[tinca_matei's solution](#)

238.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[tinca_matei's solution](#)

239.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tinca_matei's solution](#)

240.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[tinca_matei's solution](#)

241.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[tinca_matei's solution](#)

242.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[tinca_matei's solution](#)

243.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tinca_matei's solution](#)

244.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[tinca_matei's solution](#)

245.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[tinca_matei's solution](#)

246.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[tinca_matei's solution](#)

247.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[tinca_matei's solution](#)

248.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[tinca_matei's solution](#)

249.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tinca_matei's solution](#)

250.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-26 · last AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[tinca_matei's solution](#)

251.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar
[tinca_matei's solution](#)

252.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tinca_matei's solution](#)

253.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[tinca_matei's solution](#)

254.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[tinca_matei's solution](#)

255.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[tinca_matei's solution](#)

256.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,343 global accepts · Rating: 1300 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, two pointers

[tinca_matei's solution](#)

257.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[tinca_matei's solution](#)

258.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[tinca_matei's solution](#)

259.

890C

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

Rating: 1300 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[tinca_matei's solution](#)

260.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[tinca_matei's solution](#)

261.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[tinca_matei's solution](#)

262.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[tinca_matei's solution](#)

263.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

264.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[tinca_matei's solution](#)

265.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[tinca_matei's solution](#)

266.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[tinca_matei's solution](#)

267.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[tinca_matei's solution](#)

268.

740A

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

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[tinca_matei's solution](#)

269.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive
[tinca_matei's solution](#)

270.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive
[tinca_matei's solution](#)

271.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[tinca_matei's solution](#)

272.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[tinca_matei's solution](#)

273.

2084C

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

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

274.

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
[tinca_matei's solution](#)

275.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs,

implementation

[tinca_matei's solution](#)

276.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[tinca_matei's solution](#)

277.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tinca_matei's solution](#)

278.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,563 global accepts · Rating: 1400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[tinca_matei's solution](#)

279.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[tinca_matei's solution](#)

280.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tinca_matei's solution](#)

281.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[tinca_matei's solution](#)

282.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[tinca_matei's solution](#)

283.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tinca_matei's solution](#)

284.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[tinca_matei's solution](#)

285.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[tinca_matei's solution](#)

286.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[tinca_matei's solution](#)

287.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[tinca_matei's solution](#)

288.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[tinca_matei's solution](#)

289.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[tinca_matei's solution](#)

290.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tinca_matei's solution](#)

291.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tinca_matei's solution](#)

292.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[tinca_matei's solution](#)

293.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[tinca_matei's solution](#)

294.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[tinca_matei's solution](#)

295.

907B

[Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 1400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

296.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,373 global accepts · Rating: 1400 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[tinca_matei's solution](#)

297.

279B

[Books](#) · [Tutorial](#)

Quality: 72,431 global accepts · Rating: 1400 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[tinca_matei's solution](#)

298.

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[tinca_matei's solution](#)

299.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[tinca_matei's solution](#)

300.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,990 global accepts · Rating: 1400 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[tinca_matei's solution](#)

301.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tinca_matei's solution](#)

302.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tinca_matei's solution](#)

303.

2218F

[The 67th Tree Problem](#) · [Tutorial](#)

Quality: 7,267 global accepts · Rating: 1500 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, trees

[tinca_matei's solution](#)

304.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,732 global accepts · Rating: 1500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[tinca_matei's solution](#)

305.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[tinca_matei's solution](#)

306.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tinca_matei's solution](#)

307.

2053C

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

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[tinca_matei's solution](#)

308.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[tinca_matei's solution](#)

309.

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

[tinca_matei's solution](#)

310.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[tinca_matei's solution](#)

311.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tinca_matei's solution](#)

312.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[tinca_matei's solution](#)

313.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,653 global accepts · Rating: 1500 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[tinca_matei's solution](#)

314.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[tinca_matei's solution](#)

315.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[tinca_matei's solution](#)

316.

1179A

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

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[tinca_matei's solution](#)

317.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[tinca_matei's solution](#)

318.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[tinca_matei's solution](#)

319.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[tinca_matei's solution](#)

320.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[tinca_matei's solution](#)

321.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[tinca_matei's solution](#)

322.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[tinca_matei's solution](#)

323.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[tinca_matei's solution](#)

324.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[tinca_matei's solution](#)

325.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[tinca_matei's solution](#)

326.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[tinca_matei's solution](#)

327.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[tinca_matei's solution](#)

328.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers

[tinca_matei's solution](#)

329.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[tinca_matei's solution](#)

330.

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tinca_matei's solution](#)

331.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,926 global accepts · Rating: 1500 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[tinca_matei's solution](#)

332.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[tinca_matei's solution](#)

333.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[tinca_matei's solution](#)

334.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[tinca_matei's solution](#)

335.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[tinca_matei's solution](#)

336.

795D

[Lie or Truth](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-05 · Java 8 (first AC) · Tags: *special, implementation, sortings

[tinca_matei's solution](#)

337.

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tinca_matei's solution](#)

338.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[tinca_matei's solution](#)

339.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[tinca_matei's solution](#)

340.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,808 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[tinca_matei's solution](#)

341.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[tinca_matei's solution](#)

342.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2025-11-08 · last AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[tinca_matei's solution](#)

343.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[tinca_matei's solution](#)

344.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,287 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[tinca_matei's solution](#)

345.

2084D

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

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

[tinca_matei's solution](#)

346.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[tinca_matei's solution](#)

347.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[tinca_matei's solution](#)

348.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[tinca_matei's solution](#)

349.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tinca_matei's solution](#)

350.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[tinca_matei's solution](#)

351.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-31 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[tinca_matei's solution](#)

352.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-07-14 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, two pointers
[tinca_matei's solution](#)

353.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[tinca_matei's solution](#)

354.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[tinca_matei's solution](#)

355.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[tinca_matei's solution](#)

356.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[tinca_matei's solution](#)

357.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[tinca_matei's solution](#)

358.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[tinca_matei's solution](#)

359.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-08-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[tinca_matei's solution](#)

360.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[tinca_matei's solution](#)

361.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[tinca_matei's solution](#)

362.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[tinca_matei's solution](#)

363.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games
[tinca_matei's solution](#)

364.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[tinca_matei's solution](#)

365.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings
[tinca_matei's solution](#)

366.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[tinca_matei's solution](#)

367.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tinca_matei's solution](#)

368.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math

[tinca_matei's solution](#)

369.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[tinca_matei's solution](#)

370.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[tinca_matei's solution](#)

371.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[tinca_matei's solution](#)

372.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings

[tinca_matei's solution](#)

373.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[tinca_matei's solution](#)

374.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[tinca_matei's solution](#)

375.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,566 global accepts · Rating: 1600 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[tinca_matei's solution](#)

376.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[tinca_matei's solution](#)

377.

907C

[Shockers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, implementation, strings

[tinca_matei's solution](#)

378.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tinca_matei's solution](#)

379.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tinca_matei's solution](#)

380.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[tinca_matei's solution](#)

381.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[tinca_matei's solution](#)

382.

795K

[Stepan and Vowels](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-05 · GNU C (first AC) · Tags: *special, implementation, strings

[tinca_matei's solution](#)

383.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[tinca_matei's solution](#)

384.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[tinca_matei's solution](#)

385.

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1600 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[tinca_matei's solution](#)

386.

782C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[tinca_matei's solution](#)

387.

782B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, ternary search

[tinca_matei's solution](#)

388.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[tinca_matei's solution](#)

389.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2016-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[tinca_matei's solution](#)

390.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tinca_matei's solution](#)

391.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs
[tinca_matei's solution](#)

392.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[tinca_matei's solution](#)

393.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[tinca_matei's solution](#)

394.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[tinca_matei's solution](#)

395.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,341 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[tinca_matei's solution](#)

396.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[tinca_matei's solution](#)

397.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[tinca_matei's solution](#)

398.

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
[tinca_matei's solution](#)

399.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math
[tinca_matei's solution](#)

400.

1893B

[Neutral Tonality · Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[tinca_matei's solution](#)

401.

1479A

[Searching Local Minimum · Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search
[tinca_matei's solution](#)

402.

1879D

[Sum of XOR Functions · Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[tinca_matei's solution](#)

403.

1868B1

[Candy Party \(Easy Version\) · Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[tinca_matei's solution](#)

404.

1864D

[Matrix Cascade · Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[tinca_matei's solution](#)

405.

1849D

[Array Painting · Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-31 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, two pointers
[tinca_matei's solution](#)

406.

1826D

[Running Miles · Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[tinca_matei's solution](#)

407.

719C

[Efim and Strange Grade · Tutorial](#)

Rating: 1700 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[tinca_matei's solution](#)

408.

1835A

[k-th equality · Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[tinca_matei's solution](#)

409.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[tinca_matei's solution](#)

410.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tinca_matei's solution](#)

411.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[tinca_matei's solution](#)

412.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy

[tinca_matei's solution](#)

413.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[tinca_matei's solution](#)

414.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, shortest paths

[tinca_matei's solution](#)

415.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[tinca_matei's solution](#)

416.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[tinca_matei's solution](#)

417.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[tinca_matei's solution](#)

418.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[tinca_matei's solution](#)

419.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[tinca_matei's solution](#)

420.

1074A

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

Quality: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[tinca_matei's solution](#)

421.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[tinca_matei's solution](#)

422.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[tinca_matei's solution](#)

423.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[tinca_matei's solution](#)

424.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[tinca_matei's solution](#)

425.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[tinca_matei's solution](#)

426.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[tinca_matei's solution](#)

427.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[tinca_matei's solution](#)

428.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[tinca_matei's solution](#)

429.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, implementation
[tinca_matei's solution](#)

430.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[tinca_matei's solution](#)

431.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[tinca_matei's solution](#)

432.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
[tinca_matei's solution](#)

433.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[tinca_matei's solution](#)

434.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math
[tinca_matei's solution](#)

435.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · GNU C++11 (first AC) · Tags: implementation
[tinca_matei's solution](#)

436.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings
[tinca_matei's solution](#)

437.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[tinca_matei's solution](#)

438.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, strings
[tinca_matei's solution](#)

439.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[tinca_matei's solution](#)

440.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings
[tinca_matei's solution](#)

441.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[tinca_matei's solution](#)

442.

766C

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

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings
[tinca_matei's solution](#)

443.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
[tinca_matei's solution](#)

444.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[tinca_matei's solution](#)

445.

738D

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[tinca_matei's solution](#)

446.

2218G

[The 67th Iteration of "Counting is Fun"](#) · [Tutorial](#)

Quality: 3,620 global accepts · Rating: 1800 · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[tinca_matei's solution](#)

447.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,318 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[tinca_matei's solution](#)

448.

2208D1

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

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees
[tinca_matei's solution](#)

449.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers
[tinca_matei's solution](#)

450.

2138C1

[Maple and Tree Beauty \(Easy Version\) · Tutorial](#)

Quality: 5,426 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[tinca_matei's solution](#)

451.

2127D

[Root was Built by Love, Broken by Destiny · Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[tinca_matei's solution](#)

452.

2101B

[Quartet Swapping · Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[tinca_matei's solution](#)

453.

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

[tinca_matei's solution](#)

454.

1867D

[Cyclic Operations · Tutorial](#)

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[tinca_matei's solution](#)

455.

1861D

[Sorting By Multiplication · Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tinca_matei's solution](#)

456.

1852B

[Imbalanced Arrays · Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[tinca_matei's solution](#)

457.

1852A

[Ntarsis' Set · Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[tinca_matei's solution](#)

458.

1848C

[Vika and Price Tags · Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · Rust 2021 (first AC) · Tags: math, number theory

[tinca_matei's solution](#)

459.

1843F1

[Omsk Metro \(simple version\) · Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-07-14 · Rust 2021 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[tinca_matei's solution](#)

460.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[tinca_matei's solution](#)

461.

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[tinca_matei's solution](#)

462.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[tinca_matei's solution](#)

463.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[tinca_matei's solution](#)

464.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[tinca_matei's solution](#)

465.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[tinca_matei's solution](#)

466.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[tinca_matei's solution](#)

467.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tinca_matei's solution](#)

468.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[tinca_matei's solution](#)

469.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tinca_matei's solution](#)

470.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[tinca_matei's solution](#)

471.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tinca_matei's solution](#)

472.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tinca_matei's solution](#)

473.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[tinca_matei's solution](#)

474.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[tinca_matei's solution](#)

475.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[tinca_matei's solution](#)

476.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[tinca_matei's solution](#)

477.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,254 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[tinca_matei's solution](#)

478.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[tinca_matei's solution](#)

479.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[tinca_matei's solution](#)

480.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[tinca_matei's solution](#)

481.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp
[tinca_matei's solution](#)

482.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[tinca_matei's solution](#)

483.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[tinca_matei's solution](#)

484.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math
[tinca_matei's solution](#)

485.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[tinca_matei's solution](#)

486.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[tinca_matei's solution](#)

487.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[tinca_matei's solution](#)

488.

281D

[Maximum Xor Secondary](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-08-07 · last AC: 2017-08-07 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[tinca_matei's solution](#)

489.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, trees
[tinca_matei's solution](#)

490.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[tinca_matei's solution](#)

491.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[tinca_matei's solution](#)

492.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[tinca_matei's solution](#)

493.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[tinca_matei's solution](#)

494.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[tinca_matei's solution](#)

495.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[tinca_matei's solution](#)

496.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[tinca_matei's solution](#)

497.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[tinca_matei's solution](#)

498.

2052E

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

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2025-11-08 · last AC: 2025-11-08 · Python 3 (first AC) · Tags: brute force, expression parsing, strings

[tinca_matei's solution](#)

499.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[tinca_matei's solution](#)

500.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tinca_matei's solution](#)

501.

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[tinca_matei's solution](#)

502.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[tinca_matei's solution](#)

503.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[tinca_matei's solution](#)

504.

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

[tinca_matei's solution](#)

505.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[tinca_matei's solution](#)

506.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[tinca_matei's solution](#)

507.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[tinca_matei's solution](#)

508.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[tinca_matei's solution](#)

509.

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

[tinca_matei's solution](#)

510.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[tinca_matei's solution](#)

511.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[tinca_matei's solution](#)

512.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[tinca_matei's solution](#)

513.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[tinca_matei's solution](#)

514.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[tinca_matei's solution](#)

515.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[tinca_matei's solution](#)

516.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[tinca_matei's solution](#)

517.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[tinca_matei's solution](#)

518.

463D

[Gargari and Permutations](#) · [Tutorial](#)

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[tinca_matei's solution](#)

519.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[tinca_matei's solution](#)

520.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[tinca_matei's solution](#)

521.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, interactive, math
[tinca_matei's solution](#)

522.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[tinca_matei's solution](#)

523.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[tinca_matei's solution](#)

524.

1078A

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, shortest paths
[tinca_matei's solution](#)

525.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[tinca_matei's solution](#)

526.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees
[tinca_matei's solution](#)

527.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[tinca_matei's solution](#)

528.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[tinca_matei's solution](#)

529.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[tinca_matei's solution](#)

530.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[tinca_matei's solution](#)

531.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[tinca_matei's solution](#)

532.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tinca_matei's solution](#)

533.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[tinca_matei's solution](#)

534.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[tinca_matei's solution](#)

535.

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[tinca_matei's solution](#)

536.

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2018-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[tinca_matei's solution](#)

537.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2017-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[tinca_matei's solution](#)

538.

745D

[Hongcow's Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

[tinca_matei's solution](#)

539.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1900 · first AC: 2016-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tinca_matei's solution](#)

540.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[tinca_matei's solution](#)

541.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[tinca_matei's solution](#)

542.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[tinca_matei's solution](#)

543.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tinca_matei's solution](#)

544.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[tinca_matei's solution](#)

545.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[tinca_matei's solution](#)

546.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[tinca_matei's solution](#)

547.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[tinca_matei's solution](#)

548.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[tinca_matei's solution](#)

549.

1984D

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

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

[tinca_matei's solution](#)

550.

1976D

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

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[tinca_matei's solution](#)

551.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[tinca_matei's solution](#)

552.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[tinca_matei's solution](#)

553.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
[tinca_matei's solution](#)

554.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[tinca_matei's solution](#)

555.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings
[tinca_matei's solution](#)

556.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · last AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[tinca_matei's solution](#)

557.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: ternary search
[tinca_matei's solution](#)

558.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[tinca_matei's solution](#)

559.

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[tinca_matei's solution](#)

560.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
[tinca_matei's solution](#)

561.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[tinca_matei's solution](#)

562.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[tinca_matei's solution](#)

563.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[tinca_matei's solution](#)

564.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[tinca_matei's solution](#)

565.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[tinca_matei's solution](#)

566.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[tinca_matei's solution](#)

567.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[tinca_matei's solution](#)

568.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2018-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tinca_matei's solution](#)

569.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[tinca_matei's solution](#)

570.

890D

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, strings

[tinca_matei's solution](#)

571.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[tinca_matei's solution](#)

572.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[tinca_matei's solution](#)

573.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[tinca_matei's solution](#)

574.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[tinca_matei's solution](#)

575.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math
[tinca_matei's solution](#)

576.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-05-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[tinca_matei's solution](#)

577.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[tinca_matei's solution](#)

578.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2016-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[tinca_matei's solution](#)

579.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers
[tinca_matei's solution](#)

580.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy
[tinca_matei's solution](#)

581.

2135D1

[From the Unknown \(Easy Version\) · Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[tinca_matei's solution](#)

582.

2127E

[Ancient Tree · Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

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583.

2115B

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Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

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584.

2068C

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585.

2061F1

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586.

1924B

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587.

1876C

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588.

1866H

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589.

1866G

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1864E

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591.

1863E

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592.

1832D1

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1839D

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594.

1838D

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631D

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597.

1387A

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598.

1370E

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1207F

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1202C

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1185G1

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936B

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128B

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877D

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827C

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767B

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621.

2209E

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622.

2208D2

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2207D

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2173E

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628.

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630.

1860D

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631.

954I

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1837E

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1039C

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1037E

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2159C

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2068A

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648.

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649.

2002D2

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650.

1874C

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1870E

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652.

1864F

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1866D

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655.

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656.

1843F2

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657.

1834E

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658.

719E

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659.

1842E

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660.

1610E

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661.

1394B

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1380E

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663.

845G

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664.

1270E

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665.

547C

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666.

1182E

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667.

1096F

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668.

1093G

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669.

1009F

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Quality: 7,751 global accepts · Rating: 2300 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

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670.

1004D

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Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

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671.

995C

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Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

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672.

960E

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673.

937E

[Lock Puzzle](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[tinca_matei's solution](#)

674.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[tinca_matei's solution](#)

675.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[tinca_matei's solution](#)

676.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[tinca_matei's solution](#)

677.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[tinca_matei's solution](#)

678.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[tinca_matei's solution](#)

679.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[tinca_matei's solution](#)

680.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices

[tinca_matei's solution](#)

681.

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

[tinca_matei's solution](#)

682.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[tinca_matei's solution](#)

683.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[tinca_matei's solution](#)

684.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[tinca_matei's solution](#)

685.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[tinca_matei's solution](#)

686.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[tinca_matei's solution](#)

687.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[tinca_matei's solution](#)

688.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[tinca_matei's solution](#)

689.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[tinca_matei's solution](#)

690.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[tinca_matei's solution](#)

691.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[tinca_matei's solution](#)

692.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[tinca_matei's solution](#)

693.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[tinca_matei's solution](#)

694.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[tinca_matei's solution](#)

695.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[tinca_matei's solution](#)

696.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-11-26 · Rust (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[tinca_matei's solution](#)

697.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-25 · last AC: 2020-11-25 · Rust (first AC) · Tags: brute force, math, two pointers

[tinca_matei's solution](#)

698.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[tinca_matei's solution](#)

699.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, two pointers

[tinca_matei's solution](#)

700.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[tinca_matei's solution](#)

701.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[tinca_matei's solution](#)

702.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[tinca_matei's solution](#)

703.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[tinca_matei's solution](#)

704.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[tinca_matei's solution](#)

705.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, interactive

[tinca_matei's solution](#)

706.

1202E

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

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2019-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[tinca_matei's solution](#)

707.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tinca_matei's solution](#)

708.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing

[tinca_matei's solution](#)

709.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[tinca_matei's solution](#)

710.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tinca_matei's solution](#)

711.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[tinca_matei's solution](#)

712.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[tinca_matei's solution](#)

713.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[tinca_matei's solution](#)

714.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[tinca_matei's solution](#)

715.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[tinca_matei's solution](#)

716.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[tinca_matei's solution](#)

717.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[tinca_matei's solution](#)

718.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[tinca_matei's solution](#)

719.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[tinca_matei's solution](#)

720.

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

[tinca_matei's solution](#)

721.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[tinca_matei's solution](#)

722.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees
[tinca_matei's solution](#)

723.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[tinca_matei's solution](#)

724.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[tinca_matei's solution](#)

725.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[tinca_matei's solution](#)

726.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[tinca_matei's solution](#)

727.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings
[tinca_matei's solution](#)

728.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[tinca_matei's solution](#)

729.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[tinca_matei's solution](#)

730.

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees
[tinca_matei's solution](#)

731.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[tinca_matei's solution](#)

732.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees

[tinca_matei's solution](#)

733.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[tinca_matei's solution](#)

734.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[tinca_matei's solution](#)

735.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[tinca_matei's solution](#)

736.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[tinca_matei's solution](#)

737.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[tinca_matei's solution](#)

738.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[tinca_matei's solution](#)

739.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[tinca_matei's solution](#)

740.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[tinca_matei's solution](#)

741.

2217G

[Down the Pivot](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[tinca_matei's solution](#)

742.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[tinca_matei's solution](#)

743.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[tinca_matei's solution](#)

744.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[tinca_matei's solution](#)

745.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[tinca_matei's solution](#)

746.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tinca_matei's solution](#)

747.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[tinca_matei's solution](#)

748.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[tinca_matei's solution](#)

749.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tinca_matei's solution](#)

750.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[tinca_matei's solution](#)

751.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[tinca_matei's solution](#)

752.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[tinca_matei's solution](#)

753.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[tinca_matei's solution](#)

754.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[tinca_matei's solution](#)

755.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[tinca_matei's solution](#)

756.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[tinca_matei's solution](#)

757.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-10-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[tinca_matei's solution](#)

758.

2209F

[Dynamic Values And Maximum Sum](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2700 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, trees

[tinca_matei's solution](#)

759.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[tinca_matei's solution](#)

760.

2208E

[Counting Cute Arrays](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[tinca_matei's solution](#)

761.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[tinca_matei's solution](#)

762.

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[tinca_matei's solution](#)

763.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[tinca_matei's solution](#)

764.

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[tinca_matei's solution](#)

765.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[tinca_matei's solution](#)

766.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[tinca_matei's solution](#)

767.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings

[tinca_matei's solution](#)

768.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[tinca_matei's solution](#)

769.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[tinca_matei's solution](#)

770.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2017-08-17 · last AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[tinca_matei's solution](#)

771.

2217H

[Closer](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2800 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[tinca_matei's solution](#)

772.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[tinca_matei's solution](#)

773.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[tinca_matei's solution](#)

774.

1972F

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation

[tinca_matei's solution](#)

775.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[tinca_matei's solution](#)

776.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[tinca_matei's solution](#)

777.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[tinca_matei's solution](#)

778.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[tinca_matei's solution](#)

779.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[tinca_matei's solution](#)

780.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[tinca_matei's solution](#)

781.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[tinca_matei's solution](#)

782.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[tinca_matei's solution](#)

783.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-09-06 · last AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[tinca_matei's solution](#)

784.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[tinca_matei's solution](#)

785.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[tinca_matei's solution](#)

786.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[tinca_matei's solution](#)

787.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[tinca_matei's solution](#)

788.

1860F

[Evaluate RBS](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 2900 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, implementation, math, sortings

[tinca_matei's solution](#)

789.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2023-07-30 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[tinca_matei's solution](#)

790.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tinca_matei's solution](#)

791.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[tinca_matei's solution](#)

792.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[tinca_matei's solution](#)

793.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[tinca_matei's solution](#)

794.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[tinca_matei's solution](#)

795.

2205G

[Simons and Diophantus Equation](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, math, number theory

[tinca_matei's solution](#)

796.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[tinca_matei's solution](#)

797.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[tinca_matei's solution](#)

798.

1882E2

[Two Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tinca_matei's solution](#)

799.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[tinca_matei's solution](#)

800.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tinca_matei's solution](#)

801.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2018-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[tinca_matei's solution](#)

802.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[tinca_matei's solution](#)

803.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tinca_matei's solution](#)

804.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tinca_matei's solution](#)

805.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[tinca_matei's solution](#)

806.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,208 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tinca_matei's solution](#)

807.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[tinca_matei's solution](#)

808.

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

809.

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

810.

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

811.

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

812.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

813.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

814.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

815.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

816.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

817.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

818.

102001J

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

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

819.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

820.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

821.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

822.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

823.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

824.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

825.

103957L

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

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

826.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

827.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

828.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

829.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

830.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

831.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

832.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

833.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

834.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

835.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

836.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

837.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

838.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

839.

105677E

[Building the Fort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · Python 3 (first AC) · Tags: —
[tinca_matei's solution](#)

840.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

841.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

842.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · Python 3 (first AC) · Tags: —
[tinca_matei's solution](#)

843.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · Python 3 (first AC) · Tags: —
[tinca_matei's solution](#)

844.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

845.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-11 · Python 3 (first AC) · Tags: —
[tinca_matei's solution](#)

846.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

847.

105537M

[Misère](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

848.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

849.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

850.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

851.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

852.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

853.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

854.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

855.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

856.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[tinca_matei's solution](#)

857.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · last AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

858.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

859.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

860.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

861.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

862.

104020G

[Grinding Gravel](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

863.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[tinca_matei's solution](#)

864.

101623F

[Factor-Free Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · last AC: 2024-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[tinca_matei's solution](#)

865.

101623J

[Juggling Troupe](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tinca_matei's solution](#)

866.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[tinca_matei's solution](#)

867.

101623G

[Glyph Recognition](#) · [Tutorial](#)

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868.

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869.

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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870.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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871.

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
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872.

105465C

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Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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873.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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874.

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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875.

105465F

[Fast XORting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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876.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

877.

105465B

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

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

878.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
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879.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
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880.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

881.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

882.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

883.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

884.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

885.

105431C

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Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

886.

105431K

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Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

887.

104847J

[You Are Given a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

888.

104847H

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889.

104847D

[JCPC Registration System](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: —
[tinca_matei's solution](#)

890.

104847E

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Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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891.

104847A

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Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

892.

104847K

[Dynamic Traffic with MegaFon](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

893.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

894.

104832J

[Do It Yourself?](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

895.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

896.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

897.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

898.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

899.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

900.

104832F

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Rating: — · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

901.

104925B

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Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

902.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

903.

104666H

[K==S](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

904.

104666L

[The Bugs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

905.

104666B

[Be Geeks!](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

906.

104666E

[Deep800080](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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907.

104666D

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908.

104666A

[ABB](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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909.

104666C

[Bob in Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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910.

104666F

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Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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911.

104666I

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Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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912.

104666J

[Saba1000kg](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

913.

104666G

[Light Emitting Hindenburg](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
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914.

103102C

[3-colorings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

915.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

916.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

917.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

918.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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919.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

920.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

921.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

922.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

923.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

924.

104713J

[Roof Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

925.

104713H

[Pickpockets](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

926.

104713A

[Art Transaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

927.

104713K

[Screamers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

928.

104713D

[Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

929.

104713F

[Rescue Mission](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

930.

104871G

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

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

931.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[tinca_matei's solution](#)

932.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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933.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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934.

104871E

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Rating: — · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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935.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · last AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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936.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · last AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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937.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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938.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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939.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tinca_matei's solution](#)

940.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

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941.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · last AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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942.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tinca_matei's solution](#)

943.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tinca_matei's solution](#)

944.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[tinca_matei's solution](#)

945.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

946.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

947.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

948.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

949.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

950.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

951.

104686F

[Differences](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

952.

104686E

[Denormalization](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

953.

104686D

[Deforestation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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954.

104686B

[Combination Locks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

955.

104686C

[Constellations](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

956.

104686L

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

957.

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

958.

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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959.

104030I

[Icy Itinerary](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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960.

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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961.

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

962.

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

963.

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

964.

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

965.

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · last AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

966.

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

967.

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

968.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

969.

102465I

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Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[tinca_matei's solution](#)

970.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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971.

102465F

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Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —
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972.

102465A

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973.

102465E

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974.

102465K

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975.

102501H

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976.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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977.

102501K

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978.

102501D

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979.

102501G

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[tinca_matei's solution](#)

980.

102501A

[Environment-Friendly Travel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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981.

102501F

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Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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982.

102501J

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Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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983.

102501C

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Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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984.

102501B

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Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
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985.

102501I

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986.

103081L

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987.

103081G

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988.

103081H

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989.

103081F

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990.

103081I

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Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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991.

103081D

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Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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992.

103081C

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Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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993.

103081K

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

Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

994.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

995.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

996.

1331A

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Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-05 · C++17 (GCC 7-32) (first AC) · Tags: *special
[tinca_matei's solution](#)

997.

102535Q

[The Only Level TOO](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

998.

102535M

[Kim Possible and the Mooks and the Reversinator](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

999.

102535P

[The Only Level!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1000.

102535N

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Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[tinca_matei's solution](#)

1001.

102535L

[Kim Possible and the Mooks and the Swappinator](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: —

[tinca_matei's solution](#)

1002.

102535I

[Knight's Tour: The Beginnings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[tinca_matei's solution](#)

1003.

102535K

[Kim Possible and the Mooks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: —

[tinca_matei's solution](#)

1004.

102535C

[Working with Locks 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: —

[tinca_matei's solution](#)

1005.

102535B

[Working with Locks 2](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: —

[tinca_matei's solution](#)

1006.

102535F

[Go Go ?](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: —

[tinca_matei's solution](#)

1007.

102535H

[Beep Bop Boop](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[tinca_matei's solution](#)

1008.

102535G

[007: You Only Live Thrice](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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1009.

102535A

[Working With Locks](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: —

[tinca_matei's solution](#)

1010.

102535D

[Clingy Mo](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[tinca_matei's solution](#)

1011.

102535E

[Potent Plants](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1012.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1013.

102536L

[Break the Pattern!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1014.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1015.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1016.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1017.

102536C

[Senpai](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1018.

102556I

[Riana and the Illuminous Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1019.

102556H

[Riana and Humongous Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1020.

102556G

[Riana and Gallant Guards](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1021.

102556A

[A - Rank Riana and One Punch](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1022.

102556F

[Riana and Fiber Chatroom](#) · [Tutorial](#)

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[tinca_matei's solution](#)

1023.

102556E

[Riana's Excruciating Enhancement Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1024.

102556C

[Riana and Commute](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1025.

102556D

[Riana and Distribution of Pie](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1026.

102556B

[Riana and the Blind Date](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1027.

102114G

[Glad You Came](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1028.

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1029.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, dp, meet-in-the-middle
[tinca_matei's solution](#)

1030.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1031.

101630A

[Archery Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1032.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1033.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1034.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1035.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1036.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1037.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1038.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[tinca_matei's solution](#)

1039.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1040.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1041.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1042.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1043.

100608G

[Greater Number Wins](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · GNU C++11 (first AC) · Tags: —
[tinca_matei's solution](#)

1044.

100608B

[Borderless Words](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · GNU C++11 (first AC) · Tags: —

[tinca_matei's solution](#)

1045.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-12 · GNU C++11 (first AC) · Tags: —

[tinca_matei's solution](#)

1046.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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1047.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

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