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Unique solved — topcoder815

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

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

Filters: none

Count: 1,069

1.

1845A

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

Quality: 47,338 global accepts · Rating: 800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[topcoder815's solution](#)

2.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,135 global accepts · Rating: 800 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[topcoder815's solution](#)

3.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[topcoder815's solution](#)

4.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[topcoder815's solution](#)

5.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,081 global accepts · Rating: 800 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[topcoder815's solution](#)

6.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[topcoder815's solution](#)

7.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[topcoder815's solution](#)

8.

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[topcoder815's solution](#)

9.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[topcoder815's solution](#)

10.

1348A

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

Quality: 42,847 global accepts · Rating: 800 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[topcoder815's solution](#)

11.

1285A

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

Quality: 29,889 global accepts · Rating: 800 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: math

[topcoder815's solution](#)

12.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[topcoder815's solution](#)

13.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[topcoder815's solution](#)

14.

1473A

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

Quality: 37,423 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[topcoder815's solution](#)

15.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[topcoder815's solution](#)

16.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: geometry, math

[topcoder815's solution](#)

17.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,177 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: math

[topcoder815's solution](#)

18.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,937 global accepts · Rating: 800 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: greedy, math

[topcoder815's solution](#)

19.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: implementation, strings

[topcoder815's solution](#)

20.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

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21.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,808 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: greedy

[topcoder815's solution](#)

22.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,583 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[topcoder815's solution](#)

23.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: geometry, math

[topcoder815's solution](#)

24.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,954 global accepts · Rating: 800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: implementation, math

[topcoder815's solution](#)

25.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: math

[topcoder815's solution](#)

26.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,833 global accepts · Rating: 800 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, math

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27.

1472A

[Cards for Friends](#) · [Tutorial](#)

Quality: 45,521 global accepts · Rating: 800 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: greedy, math

[topcoder815's solution](#)

28.

1409A

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

Quality: 80,416 global accepts · Rating: 800 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: greedy, math

[topcoder815's solution](#)

29.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-01-02 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[topcoder815's solution](#)

30.

1433A

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

Quality: 62,640 global accepts · Rating: 800 · first AC: 2021-01-02 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: implementation, math

[topcoder815's solution](#)

31.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy

[topcoder815's solution](#)

32.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[topcoder815's solution](#)

33.

1465A

[In-game Chat](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: implementation, strings

[topcoder815's solution](#)

34.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: implementation

[topcoder815's solution](#)

35.

1454A

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

Quality: 44,055 global accepts · Rating: 800 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, probabilities

[topcoder815's solution](#)

36.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: implementation, math

[topcoder815's solution](#)

37.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 800 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: implementation

[topcoder815's solution](#)

38.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: greedy, math

[topcoder815's solution](#)

39.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: brute force, math

[topcoder815's solution](#)

40.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 900 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[topcoder815's solution](#)

41.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[topcoder815's solution](#)

42.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

geometry, greedy, math
[topcoder815's solution](#)

43.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation
[topcoder815's solution](#)

44.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[topcoder815's solution](#)

45.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: greedy
[topcoder815's solution](#)

46.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, data structures
[topcoder815's solution](#)

47.

1374B

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

Quality: 71,577 global accepts · Rating: 900 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: math
[topcoder815's solution](#)

48.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[topcoder815's solution](#)

49.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation
[topcoder815's solution](#)

50.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[topcoder815's solution](#)

51.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2021-01-02 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[topcoder815's solution](#)

52.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 900 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: games
[topcoder815's solution](#)

53.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 900 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: greedy, math
[topcoder815's solution](#)

54.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[topcoder815's solution](#)

55.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[topcoder815's solution](#)

56.

1970A1

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

Quality: 7,235 global accepts · Rating: 1000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[topcoder815's solution](#)

57.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,210 global accepts · Rating: 1000 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[topcoder815's solution](#)

58.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
[topcoder815's solution](#)

59.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,291 global accepts · Rating: 1000 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[topcoder815's solution](#)

60.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: math
[topcoder815's solution](#)

61.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings
[topcoder815's solution](#)

62.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,913 global accepts · Rating: 1000 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: greedy, strings
[topcoder815's solution](#)

63.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,839 global accepts · Rating: 1000 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: math
[topcoder815's solution](#)

64.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[topcoder815's solution](#)

65.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy
[topcoder815's solution](#)

66.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[topcoder815's solution](#)

67.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[topcoder815's solution](#)

68.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: greedy, sortings
[topcoder815's solution](#)

69.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[topcoder815's solution](#)

70.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,822 global accepts · Rating: 1100 · first AC: 2021-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[topcoder815's solution](#)

71.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[topcoder815's solution](#)

72.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: math
[topcoder815's solution](#)

73.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[topcoder815's solution](#)

74.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,340 global accepts · Rating: 1100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, graphs
[topcoder815's solution](#)

- 75.**
1409B
[Minimum Product](#) · [Tutorial](#)
Quality: 30,923 global accepts · Rating: 1100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[topcoder815's solution](#)
- 76.**
1463A
[Dungeon](#) · [Tutorial](#)
Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, math
[topcoder815's solution](#)
- 77.**
1401B
[Ternary Sequence](#) · [Tutorial](#)
Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[topcoder815's solution](#)
- 78.**
1457B
[Repainting Street](#) · [Tutorial](#)
Rating: 1100 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: brute force, greedy
[topcoder815's solution](#)
- 79.**
1808B
[Playing in a Casino](#) · [Tutorial](#)
Quality: 29,664 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[topcoder815's solution](#)
- 80.**
1982C
[Boring Day](#) · [Tutorial](#)
Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[topcoder815's solution](#)
- 81.**
1982B
[Collatz Conjecture](#) · [Tutorial](#)
Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[topcoder815's solution](#)
- 82.**
1989B
[Substring and Subsequence](#) · [Tutorial](#)
Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[topcoder815's solution](#)
- 83.**
749B
[Parallelogram is Back](#) · [Tutorial](#)
Quality: 8,933 global accepts · Rating: 1200 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry
[topcoder815's solution](#)
- 84.**
1174B
[Ehab Is an Odd Person](#) · [Tutorial](#)
Quality: 16,855 global accepts · Rating: 1200 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[topcoder815's solution](#)
- 85.**
1490D
[Permutation Transformation](#) · [Tutorial](#)

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-03-11 · last AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[topcoder815's solution](#)

86.

1495A

[Diamond Miner](#) · [Tutorial](#)

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

[topcoder815's solution](#)

87.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[topcoder815's solution](#)

88.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[topcoder815's solution](#)

89.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,806 global accepts · Rating: 1200 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[topcoder815's solution](#)

90.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[topcoder815's solution](#)

91.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[topcoder815's solution](#)

92.

1399C

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

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[topcoder815's solution](#)

93.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[topcoder815's solution](#)

94.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings

[topcoder815's solution](#)

95.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[topcoder815's solution](#)

96.

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[topcoder815's solution](#)

97.

1433D

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

Quality: 30,575 global accepts · Rating: 1200 · first AC: 2021-01-02 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar
[topcoder815's solution](#)

98.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: greedy, implementation
[topcoder815's solution](#)

99.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[topcoder815's solution](#)

100.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[topcoder815's solution](#)

101.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[topcoder815's solution](#)

102.

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[topcoder815's solution](#)

103.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[topcoder815's solution](#)

104.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,826 global accepts · Rating: 1300 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[topcoder815's solution](#)

105.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[topcoder815's solution](#)

106.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: binary search, math
[topcoder815's solution](#)

107.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[topcoder815's solution](#)

108.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: greedy, sortings
[topcoder815's solution](#)

109.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2021-01-02 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: combinatorics, math
[topcoder815's solution](#)

110.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: math
[topcoder815's solution](#)

111.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[topcoder815's solution](#)

112.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[topcoder815's solution](#)

113.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,833 global accepts · Rating: 1300 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings
[topcoder815's solution](#)

114.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings
[topcoder815's solution](#)

115.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[topcoder815's solution](#)

116.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[topcoder815's solution](#)

117.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation
[topcoder815's solution](#)

118.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-03-11 · last AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[topcoder815's solution](#)

119.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation
[topcoder815's solution](#)

120.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[topcoder815's solution](#)

121.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,135 global accepts · Rating: 1400 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[topcoder815's solution](#)

122.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[topcoder815's solution](#)

123.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[topcoder815's solution](#)

124.

1380B

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

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy
[topcoder815's solution](#)

125.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: math, sortings, two pointers
[topcoder815's solution](#)

126.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers
[topcoder815's solution](#)

127.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[topcoder815's solution](#)

128.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,121 global accepts · Rating: 1400 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: implementation, strings
[topcoder815's solution](#)

129.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[topcoder815's solution](#)

130.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-12-07 · GNU C++11 (first AC) · Tags: dp, implementation
[topcoder815's solution](#)

131.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,628 global accepts · Rating: 1500 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation
[topcoder815's solution](#)

132.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[topcoder815's solution](#)

133.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[topcoder815's solution](#)

134.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[topcoder815's solution](#)

135.

1490F

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

Quality: 18,381 global accepts · Rating: 1500 · first AC: 2021-03-11 · last AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[topcoder815's solution](#)

136.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
[topcoder815's solution](#)

137.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[topcoder815's solution](#)

138.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[topcoder815's solution](#)

139.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation
[topcoder815's solution](#)

140.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: greedy, math
[topcoder815's solution](#)

141.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[topcoder815's solution](#)

142.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[topcoder815's solution](#)

143.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,127 global accepts · Rating: 1500 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths
[topcoder815's solution](#)

144.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[topcoder815's solution](#)

145.

1426D

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

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[topcoder815's solution](#)

146.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics
[topcoder815's solution](#)

147.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: greedy, math
[topcoder815's solution](#)

148.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees
[topcoder815's solution](#)

149.

1440C1

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

Rating: 1500 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[topcoder815's solution](#)

150.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[topcoder815's solution](#)

151.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[topcoder815's solution](#)

152.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[topcoder815's solution](#)

153.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[topcoder815's solution](#)

154.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,692 global accepts · Rating: 1600 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[topcoder815's solution](#)

155.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[topcoder815's solution](#)

156.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[topcoder815's solution](#)

157.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[topcoder815's solution](#)

158.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[topcoder815's solution](#)

159.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[topcoder815's solution](#)

160.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[topcoder815's solution](#)

161.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,841 global accepts · Rating: 1600 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[topcoder815's solution](#)

162.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,596 global accepts · Rating: 1600 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: data structures, dp, math
[topcoder815's solution](#)

163.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[topcoder815's solution](#)

164.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees
[topcoder815's solution](#)

165.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation
[topcoder815's solution](#)

166.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers
[topcoder815's solution](#)

167.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,074 global accepts · Rating: 1600 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: games, trees
[topcoder815's solution](#)

168.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[topcoder815's solution](#)

169.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: math

[topcoder815's solution](#)

170.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[topcoder815's solution](#)

171.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[topcoder815's solution](#)

172.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[topcoder815's solution](#)

173.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[topcoder815's solution](#)

174.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[topcoder815's solution](#)

175.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[topcoder815's solution](#)

176.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[topcoder815's solution](#)

177.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[topcoder815's solution](#)

178.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: math, strings

[topcoder815's solution](#)

179.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[topcoder815's solution](#)

180.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[topcoder815's solution](#)

181.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[topcoder815's solution](#)

182.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[topcoder815's solution](#)

183.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[topcoder815's solution](#)

184.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[topcoder815's solution](#)

185.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: binary search, math, sortings, two pointers

[topcoder815's solution](#)

186.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[topcoder815's solution](#)

187.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[topcoder815's solution](#)

188.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: greedy, implementation

[topcoder815's solution](#)

189.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[topcoder815's solution](#)

190.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: 1800 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[topcoder815's solution](#)

191.

1843F1

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

Quality: 6,347 global accepts · Rating: 1800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[topcoder815's solution](#)

192.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[topcoder815's solution](#)

193.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[topcoder815's solution](#)

194.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[topcoder815's solution](#)

195.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[topcoder815's solution](#)

196.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[topcoder815's solution](#)

197.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[topcoder815's solution](#)

198.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[topcoder815's solution](#)

199.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[topcoder815's solution](#)

200.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[topcoder815's solution](#)

201.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[topcoder815's solution](#)

202.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[topcoder815's solution](#)

203.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

204.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: math, number theory

[topcoder815's solution](#)

205.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[topcoder815's solution](#)

206.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[topcoder815's solution](#)

207.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[topcoder815's solution](#)

208.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[topcoder815's solution](#)

209.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[topcoder815's solution](#)

210.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math
[topcoder815's solution](#)

211.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[topcoder815's solution](#)

212.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: implementation
[topcoder815's solution](#)

213.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
[topcoder815's solution](#)

214.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-10-05 · last AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees
[topcoder815's solution](#)

215.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation
[topcoder815's solution](#)

216.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation
[topcoder815's solution](#)

217.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math
[topcoder815's solution](#)

218.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-29 · last AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
[topcoder815's solution](#)

219.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings
[topcoder815's solution](#)

220.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[topcoder815's solution](#)

221.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[topcoder815's solution](#)

222.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[topcoder815's solution](#)

223.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
[topcoder815's solution](#)

224.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
[topcoder815's solution](#)

225.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation
[topcoder815's solution](#)

226.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-03-11 · last AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math
[topcoder815's solution](#)

227.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[topcoder815's solution](#)

228.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[topcoder815's solution](#)

229.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2021-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[topcoder815's solution](#)

230.

1285D

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

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[topcoder815's solution](#)

231.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[topcoder815's solution](#)

232.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[topcoder815's solution](#)

233.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: dp, math, number theory, sortings

[topcoder815's solution](#)

234.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[topcoder815's solution](#)

235.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[topcoder815's solution](#)

236.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,843 global accepts · Rating: 1900 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[topcoder815's solution](#)

237.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[topcoder815's solution](#)

238.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2021-01-06 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[topcoder815's solution](#)

239.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-17 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[topcoder815's solution](#)

240.

1440C2

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

Rating: 1900 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[topcoder815's solution](#)

241.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-12-10 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[topcoder815's solution](#)

242.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[topcoder815's solution](#)

243.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[topcoder815's solution](#)

244.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[topcoder815's solution](#)

245.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[topcoder815's solution](#)

246.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[topcoder815's solution](#)

247.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[topcoder815's solution](#)

248.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[topcoder815's solution](#)

249.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[topcoder815's solution](#)

250.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[topcoder815's solution](#)

251.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[topcoder815's solution](#)

252.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers
[topcoder815's solution](#)

253.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
[topcoder815's solution](#)

254.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees
[topcoder815's solution](#)

255.

1426F

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

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, strings
[topcoder815's solution](#)

256.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[topcoder815's solution](#)

257.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[topcoder815's solution](#)

258.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
[topcoder815's solution](#)

259.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[topcoder815's solution](#)

260.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-08 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp
[topcoder815's solution](#)

261.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2025-01-17 · last AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, two pointers
[topcoder815's solution](#)

262.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths
[topcoder815's solution](#)

263.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2024-07-02 · last AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math
[topcoder815's solution](#)

264.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math
[topcoder815's solution](#)

265.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math
[topcoder815's solution](#)

266.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[topcoder815's solution](#)

267.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2023-05-02 · last AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[topcoder815's solution](#)

268.

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, strings
[topcoder815's solution](#)

269.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation
[topcoder815's solution](#)

270.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[topcoder815's solution](#)

271.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[topcoder815's solution](#)

272.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

273.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[topcoder815's solution](#)

274.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[topcoder815's solution](#)

275.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[topcoder815's solution](#)

276.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[topcoder815's solution](#)

277.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[topcoder815's solution](#)

278.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[topcoder815's solution](#)

279.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[topcoder815's solution](#)

280.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2021-01-11 · last AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, implementation

[topcoder815's solution](#)

281.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[topcoder815's solution](#)

282.

1472F

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

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[topcoder815's solution](#)

283.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[topcoder815's solution](#)

284.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[topcoder815's solution](#)

285.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, strings

[topcoder815's solution](#)

286.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-01-02 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: brute force, graphs, shortest paths

[topcoder815's solution](#)

287.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2021-01-02 · last AC: 2021-01-03 · GNU C++11 (first AC) · Tags: dp

[topcoder815's solution](#)

288.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[topcoder815's solution](#)

289.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation, interactive, math

[topcoder815's solution](#)

290.

1465D

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math, ternary search
[topcoder815's solution](#)

291.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers
[topcoder815's solution](#)

292.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2026-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math
[topcoder815's solution](#)

293.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[topcoder815's solution](#)

294.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory
[topcoder815's solution](#)

295.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation
[topcoder815's solution](#)

296.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp
[topcoder815's solution](#)

297.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, hashing, math
[topcoder815's solution](#)

298.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees
[topcoder815's solution](#)

299.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[topcoder815's solution](#)

300.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[topcoder815's solution](#)

301.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[topcoder815's solution](#)

302.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs
[topcoder815's solution](#)

303.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation
[topcoder815's solution](#)

304.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2025-03-04 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation
[topcoder815's solution](#)

305.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[topcoder815's solution](#)

306.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows
[topcoder815's solution](#)

307.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[topcoder815's solution](#)

308.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2025-02-24 · last AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory
[topcoder815's solution](#)

309.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number

theory

[topcoder815's solution](#)

310.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[topcoder815's solution](#)

311.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, trees

[topcoder815's solution](#)

312.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[topcoder815's solution](#)

313.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2025-02-16 · last AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[topcoder815's solution](#)

314.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[topcoder815's solution](#)

315.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[topcoder815's solution](#)

316.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs

[topcoder815's solution](#)

317.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[topcoder815's solution](#)

318.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[topcoder815's solution](#)

319.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, sortings

[topcoder815's solution](#)

320.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[topcoder815's solution](#)

321.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[topcoder815's solution](#)

322.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, trees

[topcoder815's solution](#)

323.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[topcoder815's solution](#)

324.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[topcoder815's solution](#)

325.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[topcoder815's solution](#)

326.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[topcoder815's solution](#)

327.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-01-13 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[topcoder815's solution](#)

328.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[topcoder815's solution](#)

329.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[topcoder815's solution](#)

330.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp

[topcoder815's solution](#)

331.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[topcoder815's solution](#)

332.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[topcoder815's solution](#)

333.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, strings

[topcoder815's solution](#)

334.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[topcoder815's solution](#)

335.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[topcoder815's solution](#)

336.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,732 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[topcoder815's solution](#)

337.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[topcoder815's solution](#)

338.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy

[topcoder815's solution](#)

339.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[topcoder815's solution](#)

340.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, trees

[topcoder815's solution](#)

341.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[topcoder815's solution](#)

342.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[topcoder815's solution](#)

343.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[topcoder815's solution](#)

344.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings, two pointers

[topcoder815's solution](#)

345.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[topcoder815's solution](#)

346.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[topcoder815's solution](#)

347.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[topcoder815's solution](#)

348.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[topcoder815's solution](#)

349.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[topcoder815's solution](#)

350.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp
[topcoder815's solution](#)

351.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, dp
[topcoder815's solution](#)

352.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs
[topcoder815's solution](#)

353.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, ternary search
[topcoder815's solution](#)

354.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2024-12-17 · last AC: 2024-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory
[topcoder815's solution](#)

355.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2024-12-16 · last AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[topcoder815's solution](#)

356.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[topcoder815's solution](#)

357.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[topcoder815's solution](#)

358.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[topcoder815's solution](#)

359.

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2024-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[topcoder815's solution](#)

360.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[topcoder815's solution](#)

361.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, graph matchings, math

[topcoder815's solution](#)

362.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[topcoder815's solution](#)

363.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[topcoder815's solution](#)

364.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp

[topcoder815's solution](#)

365.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[topcoder815's solution](#)

366.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, number theory

[topcoder815's solution](#)

367.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[topcoder815's solution](#)

368.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[topcoder815's solution](#)

369.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-11-26 · last AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary

search, brute force, data structures, divide and conquer, implementation

[topcoder815's solution](#)

370.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[topcoder815's solution](#)

371.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[topcoder815's solution](#)

372.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[topcoder815's solution](#)

373.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[topcoder815's solution](#)

374.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[topcoder815's solution](#)

375.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[topcoder815's solution](#)

376.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-05-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[topcoder815's solution](#)

377.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[topcoder815's solution](#)

378.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[topcoder815's solution](#)

379.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

380.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

381.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[topcoder815's solution](#)

382.

1670E

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[topcoder815's solution](#)

383.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[topcoder815's solution](#)

384.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[topcoder815's solution](#)

385.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[topcoder815's solution](#)

386.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,244 global accepts · Rating: 2200 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[topcoder815's solution](#)

387.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[topcoder815's solution](#)

388.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[topcoder815's solution](#)

389.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[topcoder815's solution](#)

390.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[topcoder815's solution](#)

391.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[topcoder815's solution](#)

392.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[topcoder815's solution](#)

393.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[topcoder815's solution](#)

394.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[topcoder815's solution](#)

395.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities
[topcoder815's solution](#)

396.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[topcoder815's solution](#)

397.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers
[topcoder815's solution](#)

398.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[topcoder815's solution](#)

399.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2021-09-12 · last AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[topcoder815's solution](#)

400.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[topcoder815's solution](#)

401.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[topcoder815's solution](#)

402.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[topcoder815's solution](#)

403.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[topcoder815's solution](#)

404.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[topcoder815's solution](#)

405.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[topcoder815's solution](#)

406.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[topcoder815's solution](#)

407.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[topcoder815's solution](#)

408.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[topcoder815's solution](#)

409.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and

similar, dp, trees

[topcoder815's solution](#)

410.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[topcoder815's solution](#)

411.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[topcoder815's solution](#)

412.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2021-02-01 · last AC: 2021-02-02 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, implementation, math

[topcoder815's solution](#)

413.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[topcoder815's solution](#)

414.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[topcoder815's solution](#)

415.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[topcoder815's solution](#)

416.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[topcoder815's solution](#)

417.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2021-01-13 · last AC: 2021-01-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[topcoder815's solution](#)

418.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[topcoder815's solution](#)

419.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[topcoder815's solution](#)

420.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[topcoder815's solution](#)

421.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[topcoder815's solution](#)

422.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[topcoder815's solution](#)

423.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: data structures, greedy

[topcoder815's solution](#)

424.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[topcoder815's solution](#)

425.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[topcoder815's solution](#)

426.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2025-03-21 · last AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[topcoder815's solution](#)

427.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[topcoder815's solution](#)

428.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[topcoder815's solution](#)

429.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings

[topcoder815's solution](#)

430.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[topcoder815's solution](#)

431.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[topcoder815's solution](#)

432.

212B

[Polycarpus is Looking for Good Substrings](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2300 · first AC: 2025-02-16 · last AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation

[topcoder815's solution](#)

433.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-10-05 · last AC: 2025-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[topcoder815's solution](#)

434.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[topcoder815's solution](#)

435.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[topcoder815's solution](#)

436.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[topcoder815's solution](#)

437.

203E

[Transportation](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[topcoder815's solution](#)

438.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[topcoder815's solution](#)

439.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, greedy, math

[topcoder815's solution](#)

440.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[topcoder815's solution](#)

441.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2300 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings

[topcoder815's solution](#)

442.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[topcoder815's solution](#)

443.

248D

[Sweets for Everyone!](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation

[topcoder815's solution](#)

444.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[topcoder815's solution](#)

445.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, greedy

[topcoder815's solution](#)

446.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2024-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[topcoder815's solution](#)

447.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[topcoder815's solution](#)

448.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[topcoder815's solution](#)

449.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[topcoder815's solution](#)

450.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2024-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[topcoder815's solution](#)

451.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[topcoder815's solution](#)

452.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, shortest paths

[topcoder815's solution](#)

453.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[topcoder815's solution](#)

454.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[topcoder815's solution](#)

455.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[topcoder815's solution](#)

456.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, hashing, sortings

[topcoder815's solution](#)

457.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[topcoder815's solution](#)

458.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2024-11-16 · last AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[topcoder815's solution](#)

459.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[topcoder815's solution](#)

460.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[topcoder815's solution](#)

461.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[topcoder815's solution](#)

462.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[topcoder815's solution](#)

463.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-11-09 · last AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[topcoder815's solution](#)

464.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[topcoder815's solution](#)

465.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2024-11-08 · last AC: 2024-11-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[topcoder815's solution](#)

466.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[topcoder815's solution](#)

467.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[topcoder815's solution](#)

468.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[topcoder815's solution](#)

469.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[topcoder815's solution](#)

470.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[topcoder815's solution](#)

471.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[topcoder815's solution](#)

472.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[topcoder815's solution](#)

473.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[topcoder815's solution](#)

474.

1843F2

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

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[topcoder815's solution](#)

475.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2024-10-18 · last AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[topcoder815's solution](#)

476.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[topcoder815's solution](#)

477.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[topcoder815's solution](#)

478.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[topcoder815's solution](#)

479.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[topcoder815's solution](#)

480.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[topcoder815's solution](#)

481.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[topcoder815's solution](#)

482.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[topcoder815's solution](#)

483.

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[topcoder815's solution](#)

484.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[topcoder815's solution](#)

485.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[topcoder815's solution](#)

486.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[topcoder815's solution](#)

487.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[topcoder815's solution](#)

488.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-20 · last AC: 2024-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[topcoder815's solution](#)

489.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[topcoder815's solution](#)

490.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

491.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[topcoder815's solution](#)

492.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

493.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[topcoder815's solution](#)

494.

610D

[Vika and Segments](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[topcoder815's solution](#)

495.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[topcoder815's solution](#)

496.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[topcoder815's solution](#)

497.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[topcoder815's solution](#)

498.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[topcoder815's solution](#)

499.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,441 global accepts · Rating: 2300 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[topcoder815's solution](#)

500.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[topcoder815's solution](#)

501.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[topcoder815's solution](#)

502.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

503.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[topcoder815's solution](#)

504.

748F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[topcoder815's solution](#)

505.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[topcoder815's solution](#)

506.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[topcoder815's solution](#)

507.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[topcoder815's solution](#)

508.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[topcoder815's solution](#)

509.

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[topcoder815's solution](#)

510.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[topcoder815's solution](#)

511.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[topcoder815's solution](#)

512.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, sortings

[topcoder815's solution](#)

513.

774E

[Big Number and Remainder](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[topcoder815's solution](#)

514.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[topcoder815's solution](#)

515.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[topcoder815's solution](#)

516.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[topcoder815's solution](#)

517.

1085E

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

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[topcoder815's solution](#)

518.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[topcoder815's solution](#)

519.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[topcoder815's solution](#)

520.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[topcoder815's solution](#)

521.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[topcoder815's solution](#)

522.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[topcoder815's solution](#)

523.

1070G

[Monsters and Potions](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[topcoder815's solution](#)

524.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[topcoder815's solution](#)

525.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[topcoder815's solution](#)

526.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[topcoder815's solution](#)

527.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[topcoder815's solution](#)

528.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[topcoder815's solution](#)

529.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[topcoder815's solution](#)

530.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[topcoder815's solution](#)

531.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[topcoder815's solution](#)

532.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[topcoder815's solution](#)

533.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[topcoder815's solution](#)

534.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[topcoder815's solution](#)

535.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices, number theory

[topcoder815's solution](#)

536.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[topcoder815's solution](#)

537.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[topcoder815's solution](#)

538.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[topcoder815's solution](#)

539.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[topcoder815's solution](#)

540.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[topcoder815's solution](#)

541.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[topcoder815's solution](#)

542.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory
[topcoder815's solution](#)

543.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[topcoder815's solution](#)

544.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
[topcoder815's solution](#)

545.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[topcoder815's solution](#)

546.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[topcoder815's solution](#)

547.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,772 global accepts · Rating: 2300 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[topcoder815's solution](#)

548.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math
[topcoder815's solution](#)

549.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers
[topcoder815's solution](#)

550.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities
[topcoder815's solution](#)

551.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices
[topcoder815's solution](#)

552.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math
[topcoder815's solution](#)

553.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[topcoder815's solution](#)

554.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,701 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[topcoder815's solution](#)

555.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy
[topcoder815's solution](#)

556.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[topcoder815's solution](#)

557.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees
[topcoder815's solution](#)

558.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings
[topcoder815's solution](#)

559.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[topcoder815's solution](#)

560.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2023-04-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[topcoder815's solution](#)

561.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[topcoder815's solution](#)

562.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[topcoder815's solution](#)

563.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[topcoder815's solution](#)

564.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[topcoder815's solution](#)

565.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[topcoder815's solution](#)

566.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[topcoder815's solution](#)

567.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[topcoder815's solution](#)

568.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[topcoder815's solution](#)

569.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[topcoder815's solution](#)

570.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[topcoder815's solution](#)

571.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[topcoder815's solution](#)

572.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[topcoder815's solution](#)

573.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[topcoder815's solution](#)

574.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[topcoder815's solution](#)

575.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[topcoder815's solution](#)

576.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[topcoder815's solution](#)

577.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[topcoder815's solution](#)

578.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[topcoder815's solution](#)

579.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[topcoder815's solution](#)

580.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[topcoder815's solution](#)

581.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[topcoder815's solution](#)

582.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-26 · last AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[topcoder815's solution](#)

583.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[topcoder815's solution](#)

584.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[topcoder815's solution](#)

585.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[topcoder815's solution](#)

586.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[topcoder815's solution](#)

587.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[topcoder815's solution](#)

588.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[topcoder815's solution](#)

589.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[topcoder815's solution](#)

590.

846E

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

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[topcoder815's solution](#)

591.

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory

[topcoder815's solution](#)

592.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[topcoder815's solution](#)

593.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[topcoder815's solution](#)

594.

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[topcoder815's solution](#)

595.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[topcoder815's solution](#)

596.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[topcoder815's solution](#)

597.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[topcoder815's solution](#)

598.

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, hashing

[topcoder815's solution](#)

599.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[topcoder815's solution](#)

600.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[topcoder815's solution](#)

601.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[topcoder815's solution](#)

602.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[topcoder815's solution](#)

603.

727F

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

Quality: 957 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[topcoder815's solution](#)

604.

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation

[topcoder815's solution](#)

605.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[topcoder815's solution](#)

606.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[topcoder815's solution](#)

607.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[topcoder815's solution](#)

608.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[topcoder815's solution](#)

609.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[topcoder815's solution](#)

610.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[topcoder815's solution](#)

611.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[topcoder815's solution](#)

612.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[topcoder815's solution](#)

613.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[topcoder815's solution](#)

614.

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[topcoder815's solution](#)

615.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-09-20 · last AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[topcoder815's solution](#)

616.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[topcoder815's solution](#)

617.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[topcoder815's solution](#)

618.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[topcoder815's solution](#)

619.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2021-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[topcoder815's solution](#)

620.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[topcoder815's solution](#)

621.

935E

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

Quality: 979 global accepts · Rating: 2300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[topcoder815's solution](#)

622.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[topcoder815's solution](#)

623.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees
[topcoder815's solution](#)

624.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings
[topcoder815's solution](#)

625.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[topcoder815's solution](#)

626.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[topcoder815's solution](#)

627.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math
[topcoder815's solution](#)

628.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[topcoder815's solution](#)

629.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[topcoder815's solution](#)

630.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings
[topcoder815's solution](#)

631.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[topcoder815's solution](#)

632.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy
[topcoder815's solution](#)

633.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[topcoder815's solution](#)

634.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[topcoder815's solution](#)

635.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings
[topcoder815's solution](#)

636.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math
[topcoder815's solution](#)

637.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[topcoder815's solution](#)

638.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
[topcoder815's solution](#)

639.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation
[topcoder815's solution](#)

640.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees
[topcoder815's solution](#)

641.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[topcoder815's solution](#)

642.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[topcoder815's solution](#)

643.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[topcoder815's solution](#)

644.

1132D

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

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[topcoder815's solution](#)

645.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[topcoder815's solution](#)

646.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[topcoder815's solution](#)

647.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[topcoder815's solution](#)

648.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[topcoder815's solution](#)

649.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[topcoder815's solution](#)

650.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[topcoder815's solution](#)

651.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[topcoder815's solution](#)

652.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[topcoder815's solution](#)

653.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[topcoder815's solution](#)

654.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings

[topcoder815's solution](#)

655.

895E

[Eyes Closed](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2300 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: data structures, probabilities

[topcoder815's solution](#)

656.

1465E

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[topcoder815's solution](#)

657.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2300 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[topcoder815's solution](#)

658.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[topcoder815's solution](#)

659.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[topcoder815's solution](#)

660.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-11-12 · last AC: 2025-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[topcoder815's solution](#)

661.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-30 · last AC: 2025-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[topcoder815's solution](#)

662.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[topcoder815's solution](#)

663.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

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664.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-12 · last AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[topcoder815's solution](#)

665.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[topcoder815's solution](#)

666.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

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667.

441E

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

Quality: 816 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[topcoder815's solution](#)

668.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[topcoder815's solution](#)

669.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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670.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

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671.

200E

[Tractor College](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory, ternary search

[topcoder815's solution](#)

672.

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[topcoder815's solution](#)

673.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[topcoder815's solution](#)

674.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[topcoder815's solution](#)

675.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[topcoder815's solution](#)

676.

1817C

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Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-04-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[topcoder815's solution](#)

677.

1930E

[2..3...4... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

678.

1619H

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Quality: 1,433 global accepts · Rating: 2400 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[topcoder815's solution](#)

679.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[topcoder815's solution](#)

680.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[topcoder815's solution](#)

681.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[topcoder815's solution](#)

682.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[topcoder815's solution](#)

683.

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[topcoder815's solution](#)

684.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[topcoder815's solution](#)

685.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[topcoder815's solution](#)

686.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[topcoder815's solution](#)

687.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[topcoder815's solution](#)

688.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[topcoder815's solution](#)

689.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[topcoder815's solution](#)

690.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-03-14 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[topcoder815's solution](#)

691.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-18 · last AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[topcoder815's solution](#)

692.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[topcoder815's solution](#)

693.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[topcoder815's solution](#)

694.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[topcoder815's solution](#)

695.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[topcoder815's solution](#)

696.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[topcoder815's solution](#)

697.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs

[topcoder815's solution](#)

698.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[topcoder815's solution](#)

699.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[topcoder815's solution](#)

700.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2024-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[topcoder815's solution](#)

701.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[topcoder815's solution](#)

702.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees
[topcoder815's solution](#)

703.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math, two pointers
[topcoder815's solution](#)

704.

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp
[topcoder815's solution](#)

705.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-02-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[topcoder815's solution](#)

706.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp
[topcoder815's solution](#)

707.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, matrices
[topcoder815's solution](#)

708.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings
[topcoder815's solution](#)

709.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory
[topcoder815's solution](#)

710.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[topcoder815's solution](#)

711.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[topcoder815's solution](#)

712.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[topcoder815's solution](#)

713.

226C

[Anniversary](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, matrices, number theory

[topcoder815's solution](#)

714.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[topcoder815's solution](#)

715.

332E

[Binary Key](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: 2400 · first AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[topcoder815's solution](#)

716.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[topcoder815's solution](#)

717.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[topcoder815's solution](#)

718.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2024-01-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[topcoder815's solution](#)

719.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[topcoder815's solution](#)

720.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, probabilities

[topcoder815's solution](#)

721.

717G

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Quality: 732 global accepts · Rating: 2400 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: flows

[topcoder815's solution](#)

722.

164C

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Quality: 982 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
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723.

593E

[Strange Calculation and Cats](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2400 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[topcoder815's solution](#)

724.

542A

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Quality: 620 global accepts · Rating: 2400 · first AC: 2024-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
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725.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[topcoder815's solution](#)

726.

524E

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Quality: 1,336 global accepts · Rating: 2400 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[topcoder815's solution](#)

727.

756D

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Quality: 1,084 global accepts · Rating: 2400 · first AC: 2023-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures
[topcoder815's solution](#)

728.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[topcoder815's solution](#)

729.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[topcoder815's solution](#)

730.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[topcoder815's solution](#)

731.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, two pointers
[topcoder815's solution](#)

732.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, flows
[topcoder815's solution](#)

733.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[topcoder815's solution](#)

734.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees
[topcoder815's solution](#)

735.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[topcoder815's solution](#)

736.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[topcoder815's solution](#)

737.

1575M

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Quality: 357 global accepts · Rating: 2400 · first AC: 2023-12-09 · last AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry
[topcoder815's solution](#)

738.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
[topcoder815's solution](#)

739.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees
[topcoder815's solution](#)

740.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[topcoder815's solution](#)

741.

506D

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

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[topcoder815's solution](#)

742.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
[topcoder815's solution](#)

743.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[topcoder815's solution](#)

744.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[topcoder815's solution](#)

745.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[topcoder815's solution](#)

746.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation
[topcoder815's solution](#)

747.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[topcoder815's solution](#)

748.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math
[topcoder815's solution](#)

749.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices
[topcoder815's solution](#)

750.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[topcoder815's solution](#)

751.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings
[topcoder815's solution](#)

752.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy
[topcoder815's solution](#)

753.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[topcoder815's solution](#)

754.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[topcoder815's solution](#)

755.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[topcoder815's solution](#)

756.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[topcoder815's solution](#)

757.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[topcoder815's solution](#)

758.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2023-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[topcoder815's solution](#)

759.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2023-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers

[topcoder815's solution](#)

760.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[topcoder815's solution](#)

761.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, greedy

[topcoder815's solution](#)

762.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[topcoder815's solution](#)

763.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2023-11-13 · last AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[topcoder815's solution](#)

764.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[topcoder815's solution](#)

765.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[topcoder815's solution](#)

766.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[topcoder815's solution](#)

767.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[topcoder815's solution](#)

768.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[topcoder815's solution](#)

769.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[topcoder815's solution](#)

770.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[topcoder815's solution](#)

771.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[topcoder815's solution](#)

772.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[topcoder815's solution](#)

773.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[topcoder815's solution](#)

774.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees
[topcoder815's solution](#)

775.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[topcoder815's solution](#)

776.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees
[topcoder815's solution](#)

777.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[topcoder815's solution](#)

778.

303C

[Minimum Modular](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[topcoder815's solution](#)

779.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[topcoder815's solution](#)

780.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[topcoder815's solution](#)

781.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices
[topcoder815's solution](#)

782.

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-10-21 · last AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[topcoder815's solution](#)

783.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math

[topcoder815's solution](#)

784.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[topcoder815's solution](#)

785.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[topcoder815's solution](#)

786.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[topcoder815's solution](#)

787.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, trees

[topcoder815's solution](#)

788.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[topcoder815's solution](#)

789.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[topcoder815's solution](#)

790.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[topcoder815's solution](#)

791.

625D

[Finals in arithmetic](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2400 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[topcoder815's solution](#)

792.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees, two pointers

[topcoder815's solution](#)

793.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[topcoder815's solution](#)

794.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory
[topcoder815's solution](#)

795.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[topcoder815's solution](#)

796.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[topcoder815's solution](#)

797.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers
[topcoder815's solution](#)

798.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[topcoder815's solution](#)

799.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings
[topcoder815's solution](#)

800.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities
[topcoder815's solution](#)

801.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[topcoder815's solution](#)

802.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[topcoder815's solution](#)

803.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar
[topcoder815's solution](#)

804.

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[topcoder815's solution](#)

805.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[topcoder815's solution](#)

806.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees
[topcoder815's solution](#)

807.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[topcoder815's solution](#)

808.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle
[topcoder815's solution](#)

809.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers
[topcoder815's solution](#)

810.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[topcoder815's solution](#)

811.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[topcoder815's solution](#)

812.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[topcoder815's solution](#)

813.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[topcoder815's solution](#)

814.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[topcoder815's solution](#)

815.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[topcoder815's solution](#)

816.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[topcoder815's solution](#)

817.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[topcoder815's solution](#)

818.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[topcoder815's solution](#)

819.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[topcoder815's solution](#)

820.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[topcoder815's solution](#)

821.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[topcoder815's solution](#)

822.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[topcoder815's solution](#)

823.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[topcoder815's solution](#)

824.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[topcoder815's solution](#)

825.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[topcoder815's solution](#)

826.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[topcoder815's solution](#)

827.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[topcoder815's solution](#)

828.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[topcoder815's solution](#)

829.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[topcoder815's solution](#)

830.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[topcoder815's solution](#)

831.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2023-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[topcoder815's solution](#)

832.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2023-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[topcoder815's solution](#)

833.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[topcoder815's solution](#)

834.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2023-08-19 · last AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[topcoder815's solution](#)

835.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[topcoder815's solution](#)

836.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[topcoder815's solution](#)

837.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[topcoder815's solution](#)

838.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[topcoder815's solution](#)

839.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[topcoder815's solution](#)

840.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[topcoder815's solution](#)

841.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2023-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[topcoder815's solution](#)

842.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[topcoder815's solution](#)

843.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[topcoder815's solution](#)

844.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[topcoder815's solution](#)

845.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, sortings

[topcoder815's solution](#)

846.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[topcoder815's solution](#)

847.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[topcoder815's solution](#)

848.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-07-24 · last AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[topcoder815's solution](#)

849.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[topcoder815's solution](#)

850.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[topcoder815's solution](#)

851.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[topcoder815's solution](#)

852.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[topcoder815's solution](#)

853.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[topcoder815's solution](#)

854.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[topcoder815's solution](#)

855.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[topcoder815's solution](#)

856.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[topcoder815's solution](#)

857.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[topcoder815's solution](#)

858.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

859.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[topcoder815's solution](#)

860.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

861.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[topcoder815's solution](#)

862.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[topcoder815's solution](#)

863.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[topcoder815's solution](#)

864.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2021-02-10 · last AC: 2023-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[topcoder815's solution](#)

865.

796E

[Exam Cheating](#) · [Tutorial](#)

Quality: 733 global accepts · Rating: 2400 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[topcoder815's solution](#)

866.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[topcoder815's solution](#)

867.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

868.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[topcoder815's solution](#)

869.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[topcoder815's solution](#)

870.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[topcoder815's solution](#)

871.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,044 global accepts · Rating: 2400 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[topcoder815's solution](#)

872.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[topcoder815's solution](#)

873.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[topcoder815's solution](#)

874.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[topcoder815's solution](#)

875.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees
[topcoder815's solution](#)

876.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[topcoder815's solution](#)

877.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers
[topcoder815's solution](#)

878.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp
[topcoder815's solution](#)

879.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[topcoder815's solution](#)

880.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[topcoder815's solution](#)

881.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices
[topcoder815's solution](#)

882.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu
[topcoder815's solution](#)

883.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2023-01-12 · last AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft
[topcoder815's solution](#)

884.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[topcoder815's solution](#)

885.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[topcoder815's solution](#)

886.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[topcoder815's solution](#)

887.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[topcoder815's solution](#)

888.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[topcoder815's solution](#)

889.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-10-23 · last AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[topcoder815's solution](#)

890.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[topcoder815's solution](#)

891.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[topcoder815's solution](#)

892.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[topcoder815's solution](#)

893.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[topcoder815's solution](#)

894.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[topcoder815's solution](#)

895.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[topcoder815's solution](#)

896.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[topcoder815's solution](#)

897.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[topcoder815's solution](#)

898.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,305 global accepts · Rating: 2400 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[topcoder815's solution](#)

899.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[topcoder815's solution](#)

900.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[topcoder815's solution](#)

901.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[topcoder815's solution](#)

902.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[topcoder815's solution](#)

903.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[topcoder815's solution](#)

904.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[topcoder815's solution](#)

905.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[topcoder815's solution](#)

906.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[topcoder815's solution](#)

907.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[topcoder815's solution](#)

908.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[topcoder815's solution](#)

909.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[topcoder815's solution](#)

910.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[topcoder815's solution](#)

911.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[topcoder815's solution](#)

912.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[topcoder815's solution](#)

913.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2021-08-17 · last AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[topcoder815's solution](#)

914.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[topcoder815's solution](#)

915.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[topcoder815's solution](#)

916.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[topcoder815's solution](#)

917.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[topcoder815's solution](#)

918.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[topcoder815's solution](#)

919.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[topcoder815's solution](#)

920.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[topcoder815's solution](#)

921.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[topcoder815's solution](#)

922.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[topcoder815's solution](#)

923.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[topcoder815's solution](#)

924.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2021-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[topcoder815's solution](#)

925.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, hashing
[topcoder815's solution](#)

926.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[topcoder815's solution](#)

927.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math
[topcoder815's solution](#)

928.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[topcoder815's solution](#)

929.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[topcoder815's solution](#)

930.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[topcoder815's solution](#)

931.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-26 · last AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math
[topcoder815's solution](#)

932.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[topcoder815's solution](#)

933.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[topcoder815's solution](#)

934.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[topcoder815's solution](#)

935.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[topcoder815's solution](#)

936.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, probabilities

[topcoder815's solution](#)

937.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[topcoder815's solution](#)

938.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[topcoder815's solution](#)

939.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[topcoder815's solution](#)

940.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[topcoder815's solution](#)

941.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: binary search, combinatorics, probabilities

[topcoder815's solution](#)

942.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,673 global accepts · Rating: 2400 · first AC: 2021-01-06 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[topcoder815's solution](#)

943.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[topcoder815's solution](#)

944.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[topcoder815's solution](#)

945.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[topcoder815's solution](#)

946.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[topcoder815's solution](#)

947.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[topcoder815's solution](#)

948.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[topcoder815's solution](#)

949.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-12-10 · last AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[topcoder815's solution](#)

950.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[topcoder815's solution](#)

951.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[topcoder815's solution](#)

952.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2025-01-15 · last AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[topcoder815's solution](#)

953.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[topcoder815's solution](#)

954.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[topcoder815's solution](#)

955.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[topcoder815's solution](#)

956.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[topcoder815's solution](#)

957.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[topcoder815's solution](#)

958.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, greedy

[topcoder815's solution](#)

959.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[topcoder815's solution](#)

960.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[topcoder815's solution](#)

961.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[topcoder815's solution](#)

962.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[topcoder815's solution](#)

963.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy

[topcoder815's solution](#)

964.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[topcoder815's solution](#)

965.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2023-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[topcoder815's solution](#)

966.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[topcoder815's solution](#)

967.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[topcoder815's solution](#)

968.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar
[topcoder815's solution](#)

969.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[topcoder815's solution](#)

970.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[topcoder815's solution](#)

971.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[topcoder815's solution](#)

972.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[topcoder815's solution](#)

973.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities
[topcoder815's solution](#)

974.

1673E

[Power or XOR? · Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[topcoder815's solution](#)

975.

1814D

[Balancing Weapons · Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[topcoder815's solution](#)

976.

1665E

[MinimizOR · Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[topcoder815's solution](#)

977.

1778E

[The Tree Has Fallen! · Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[topcoder815's solution](#)

978.

1527E

[Partition Game · Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[topcoder815's solution](#)

979.

1174E

[Ehab and the Expected GCD Problem · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[topcoder815's solution](#)

980.

1497D

[Genius · Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[topcoder815's solution](#)

981.

1647E

[Madoka and the Sixth-graders · Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy

[topcoder815's solution](#)

982.

1691F

[K-Set Tree · Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[topcoder815's solution](#)

983.

1701E

[Text Editor · Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[topcoder815's solution](#)

984.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[topcoder815's solution](#)

985.

868F

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Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-08-31 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp
[topcoder815's solution](#)

986.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees
[topcoder815's solution](#)

987.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft
[topcoder815's solution](#)

988.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[topcoder815's solution](#)

989.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[topcoder815's solution](#)

990.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[topcoder815's solution](#)

991.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[topcoder815's solution](#)

992.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[topcoder815's solution](#)

993.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
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994.

1307E

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Quality: 1,364 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

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995.

1562E

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Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

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996.

1305F

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Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[topcoder815's solution](#)

997.

1187F

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Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

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998.

1030F

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Quality: 905 global accepts · Rating: 2500 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[topcoder815's solution](#)

999.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[topcoder815's solution](#)

1000.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[topcoder815's solution](#)

1001.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[topcoder815's solution](#)

1002.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[topcoder815's solution](#)

1003.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[topcoder815's solution](#)

1004.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[topcoder815's solution](#)

1005.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[topcoder815's solution](#)

1006.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[topcoder815's solution](#)

1007.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2021-08-08 · last AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[topcoder815's solution](#)

1008.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[topcoder815's solution](#)

1009.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[topcoder815's solution](#)

1010.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[topcoder815's solution](#)

1011.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

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1012.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[topcoder815's solution](#)

1013.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[topcoder815's solution](#)

1014.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[topcoder815's solution](#)

1015.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-26 · last AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[topcoder815's solution](#)

1016.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[topcoder815's solution](#)

1017.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[topcoder815's solution](#)

1018.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[topcoder815's solution](#)

1019.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

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1020.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[topcoder815's solution](#)

1021.

1418G

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Quality: 2,748 global accepts · Rating: 2500 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

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1022.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[topcoder815's solution](#)

1023.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[topcoder815's solution](#)

1024.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[topcoder815's solution](#)

1025.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

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1026.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

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1027.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

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1028.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

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1029.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[topcoder815's solution](#)

1030.

622F

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[topcoder815's solution](#)

1031.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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1032.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

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1033.

1778F

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1034.

1004F

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1035.

1223F

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1036.

1523E

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1037.

1495D

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1038.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2021-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

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1039.

1264D1

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Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

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1040.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

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1041.

1400G

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1042.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[topcoder815's solution](#)

1043.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[topcoder815's solution](#)

1044.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, dp, matrices
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1045.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, two pointers
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1046.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy
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1047.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, strings
[topcoder815's solution](#)

1048.

1469F

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Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[topcoder815's solution](#)

1049.

1440E

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Rating: 2600 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[topcoder815's solution](#)

1050.

1440D

[Graph Subset Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing
[topcoder815's solution](#)

1051.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

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[topcoder815's solution](#)

1052.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dsu
[topcoder815's solution](#)

1053.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation
[topcoder815's solution](#)

1054.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs,

interactive, shortest paths, trees

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1055.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-27 · last AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[topcoder815's solution](#)

1056.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[topcoder815's solution](#)

1057.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[topcoder815's solution](#)

1058.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: data structures, trees

[topcoder815's solution](#)

1059.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: flows, math

[topcoder815's solution](#)

1060.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-13 · last AC: 2020-12-16 · GNU C++11 (first AC) · Tags: dp

[topcoder815's solution](#)

1061.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[topcoder815's solution](#)

1062.

2021E3

[Digital Village \(Extreme Version\)](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[topcoder815's solution](#)

1063.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

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1064.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation

[topcoder815's solution](#)

1065.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2023-04-28 · last AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory

[topcoder815's solution](#)

1066.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[topcoder815's solution](#)

1067.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[topcoder815's solution](#)

1068.

1465F

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: greedy

[topcoder815's solution](#)

1069.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dsu, trees

[topcoder815's solution](#)