

Unique solved — torisasami

Links: problem (problemset), Tutorial, submission (first AC).

Sort: Problem rating · easier first

Filters: none

Count: 1,018

1.

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5.

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9.

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11.

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74.

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75.

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83.

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84.

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88.

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89.

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91.

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92.

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93.

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95.

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96.

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97.

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103.

1696B

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1609A

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105.

1610A

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106.

1588A

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107.

1559B

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1559A

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109.

768A

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110.

1543B

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111.

1543A

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112.

1537B

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113.

1525B

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1467A

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1462C

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118.

1426B

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1183B

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1282A

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1208A

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122.

1204B

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1150B

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124.

1930B

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126.

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1804B

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130.

1761B

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1796B

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132.

1785A

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133.

1770B

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1770A

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1766B

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1713B

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138.

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1685A

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175.

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182.

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1916C

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1874A

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482A

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461A

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189.

1720C

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Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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190.

1713C

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191.

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1692E

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193.

413A

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194.

1586B

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195.

1495A

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196.

1592B

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197.

1578E

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198.

1559C

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199.

1530C

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200.

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1537C

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202.

1205A

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Quality: 14,707 global accepts · Rating: 1200 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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203.

1527B1

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204.

1200B

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205.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,475 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
[torisasami's solution](#)

206.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[torisasami's solution](#)

207.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[torisasami's solution](#)

208.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[torisasami's solution](#)

209.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[torisasami's solution](#)

210.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, math
[torisasami's solution](#)

211.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[torisasami's solution](#)

212.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[torisasami's solution](#)

213.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy, sortings

[torisasami's solution](#)

214.

1150C

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

Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[torisasami's solution](#)

215.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[torisasami's solution](#)

216.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1200 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[torisasami's solution](#)

217.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[torisasami's solution](#)

218.

1984C1

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

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

[torisasami's solution](#)

219.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[torisasami's solution](#)

220.

1879C

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

Quality: 27,110 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy

[torisasami's solution](#)

221.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[torisasami's solution](#)

222.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[torisasami's solution](#)

223.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[torisasami's solution](#)

224.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[torisasami's solution](#)

225.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[torisasami's solution](#)

226.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[torisasami's solution](#)

227.

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[torisasami's solution](#)

228.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[torisasami's solution](#)

229.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[torisasami's solution](#)

230.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[torisasami's solution](#)

231.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[torisasami's solution](#)

232.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
[torisasami's solution](#)

233.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[torisasami's solution](#)

234.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[torisasami's solution](#)

235.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[torisasami's solution](#)

236.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[torisasami's solution](#)

237.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[torisasami's solution](#)

238.

1618D

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

Quality: 20,896 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[torisasami's solution](#)

239.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
[torisasami's solution](#)

240.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[torisasami's solution](#)

241.

1556B

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Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[torisasami's solution](#)

242.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[torisasami's solution](#)

243.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[torisasami's solution](#)

244.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[torisasami's solution](#)

245.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[torisasami's solution](#)

246.

1538C

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Quality: 34,399 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[torisasami's solution](#)

247.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, sortings
[torisasami's solution](#)

248.

634A

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Quality: 3,453 global accepts · Rating: 1300 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[torisasami's solution](#)

249.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
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250.

1360E

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Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[torisasami's solution](#)

251.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[torisasami's solution](#)

252.

1260B

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

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, math
[torisasami's solution](#)

253.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[torisasami's solution](#)

254.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp, strings
[torisasami's solution](#)

255.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, strings
[torisasami's solution](#)

256.

1159B

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Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: implementation, math
[torisasami's solution](#)

257.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy
[torisasami's solution](#)

258.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy
[torisasami's solution](#)

259.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math
[torisasami's solution](#)

260.

1155C

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Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: math, number theory
[torisasami's solution](#)

261.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[torisasami's solution](#)

262.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[torisasami's solution](#)

263.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[torisasami's solution](#)

264.

1919C

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Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[torisasami's solution](#)

265.

1909C

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Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data

structures, dsu, greedy, math, sortings

[torisasami's solution](#)

266.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[torisasami's solution](#)

267.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[torisasami's solution](#)

268.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[torisasami's solution](#)

269.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[torisasami's solution](#)

270.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[torisasami's solution](#)

271.

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[torisasami's solution](#)

272.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[torisasami's solution](#)

273.

516A

[Brazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, math

[torisasami's solution](#)

274.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

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275.

1750C

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Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[torisasami's solution](#)

276.

438A

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

Rating: 1400 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[torisasami's solution](#)

277.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[torisasami's solution](#)

278.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,406 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[torisasami's solution](#)

279.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,767 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[torisasami's solution](#)

280.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,676 global accepts · Rating: 1400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[torisasami's solution](#)

281.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[torisasami's solution](#)

282.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,178 global accepts · Rating: 1400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory

[torisasami's solution](#)

283.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[torisasami's solution](#)

284.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[torisasami's solution](#)

285.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[torisasami's solution](#)

286.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[torisasami's solution](#)

287.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[torisasami's solution](#)

288.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[torisasami's solution](#)

289.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[torisasami's solution](#)

290.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[torisasami's solution](#)

291.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[torisasami's solution](#)

292.

1443C

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

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[torisasami's solution](#)

293.

668A

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

Rating: 1400 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[torisasami's solution](#)

294.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[torisasami's solution](#)

295.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,418 global accepts · Rating: 1400 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[torisasami's solution](#)

296.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1400 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[torisasami's solution](#)

297.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[torisasami's solution](#)

298.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[torisasami's solution](#)

299.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation
[torisasami's solution](#)

300.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math
[torisasami's solution](#)

301.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: geometry
[torisasami's solution](#)

302.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[torisasami's solution](#)

303.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings
[torisasami's solution](#)

304.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, strings
[torisasami's solution](#)

305.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp
[torisasami's solution](#)

306.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[torisasami's solution](#)

307.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[torisasami's solution](#)

308.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[torisasami's solution](#)

309.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[torisasami's solution](#)

310.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[torisasami's solution](#)

311.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[torisasami's solution](#)

312.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[torisasami's solution](#)

313.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[torisasami's solution](#)

314.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,971 global accepts · Rating: 1500 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[torisasami's solution](#)

315.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[torisasami's solution](#)

316.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[torisasami's solution](#)

317.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[torisasami's solution](#)

318.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[torisasami's solution](#)

319.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[torisasami's solution](#)

320.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[torisasami's solution](#)

321.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[torisasami's solution](#)

322.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[torisasami's solution](#)

323.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[torisasami's solution](#)

324.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[torisasami's solution](#)

325.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[torisasami's solution](#)

326.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[torisasami's solution](#)

327.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[torisasami's solution](#)

328.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[torisasami's solution](#)

329.

367A

[Sereja and Algorithm](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[torisasami's solution](#)

330.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[torisasami's solution](#)

331.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[torisasami's solution](#)

332.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1500 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[torisasami's solution](#)

333.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[torisasami's solution](#)

334.

1426D

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

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

[torisasami's solution](#)

335.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[torisasami's solution](#)

336.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[torisasami's solution](#)

337.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[torisasami's solution](#)

338.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[torisasami's solution](#)

339.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[torisasami's solution](#)

340.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[torisasami's solution](#)

341.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[torisasami's solution](#)

342.

1180C

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

Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[torisasami's solution](#)

343.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[torisasami's solution](#)

344.

1159C

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

Rating: 1500 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[torisasami's solution](#)

345.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

346.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[torisasami's solution](#)

347.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[torisasami's solution](#)

348.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[torisasami's solution](#)

349.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[torisasami's solution](#)

350.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[torisasami's solution](#)

351.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[torisasami's solution](#)

352.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[torisasami's solution](#)

353.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[torisasami's solution](#)

354.

477A

[Dreamoon and Sums](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[torisasami's solution](#)

355.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[torisasami's solution](#)

356.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: probabilities

[torisasami's solution](#)

357.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[torisasami's solution](#)

358.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[torisasami's solution](#)

359.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[torisasami's solution](#)

360.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp
[torisasami's solution](#)

361.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
[torisasami's solution](#)

362.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[torisasami's solution](#)

363.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu
[torisasami's solution](#)

364.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math
[torisasami's solution](#)

365.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers
[torisasami's solution](#)

366.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer
[torisasami's solution](#)

367.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[torisasami's solution](#)

368.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[torisasami's solution](#)

369.

1537E1

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

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[torisasami's solution](#)

370.

1528A

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

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[torisasami's solution](#)

371.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[torisasami's solution](#)

372.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2021-05-10 · last AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[torisasami's solution](#)

373.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, sortings

[torisasami's solution](#)

374.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[torisasami's solution](#)

375.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[torisasami's solution](#)

376.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[torisasami's solution](#)

377.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory

[torisasami's solution](#)

378.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[torisasami's solution](#)

379.

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[torisasami's solution](#)

380.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[torisasami's solution](#)

381.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[torisasami's solution](#)

382.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[torisasami's solution](#)

383.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[torisasami's solution](#)

384.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[torisasami's solution](#)

385.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[torisasami's solution](#)

386.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[torisasami's solution](#)

387.

1984C2

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

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

[torisasami's solution](#)

388.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[torisasami's solution](#)

389.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[torisasami's solution](#)

390.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[torisasami's solution](#)

391.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[torisasami's solution](#)

392.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[torisasami's solution](#)

393.

1868B1

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

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[torisasami's solution](#)

394.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[torisasami's solution](#)

395.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[torisasami's solution](#)

396.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[torisasami's solution](#)

397.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[torisasami's solution](#)

398.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[torisasami's solution](#)

399.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[torisasami's solution](#)

400.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,391 global accepts · Rating: 1700 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[torisasami's solution](#)

401.

464A

[No to Palindromes!](#) · [Tutorial](#)

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[torisasami's solution](#)

402.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[torisasami's solution](#)

403.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[torisasami's solution](#)

404.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[torisasami's solution](#)

405.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[torisasami's solution](#)

406.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[torisasami's solution](#)

407.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[torisasami's solution](#)

408.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[torisasami's solution](#)

409.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[torisasami's solution](#)

410.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[torisasami's solution](#)

411.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[torisasami's solution](#)

412.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[torisasami's solution](#)

413.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[torisasami's solution](#)

414.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[torisasami's solution](#)

415.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[torisasami's solution](#)

416.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[torisasami's solution](#)

417.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[torisasami's solution](#)

418.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[torisasami's solution](#)

419.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[torisasami's solution](#)

420.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,665 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[torisasami's solution](#)

421.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[torisasami's solution](#)

422.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[torisasami's solution](#)

423.

1467B

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

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[torisasami's solution](#)

424.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[torisasami's solution](#)

425.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[torisasami's solution](#)

426.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[torisasami's solution](#)

427.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[torisasami's solution](#)

428.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[torisasami's solution](#)

429.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[torisasami's solution](#)

430.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[torisasami's solution](#)

431.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[torisasami's solution](#)

432.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[torisasami's solution](#)

433.

1202B

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

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[torisasami's solution](#)

434.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: games, math

[torisasami's solution](#)

435.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy

[torisasami's solution](#)

436.

2035D

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

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[torisasami's solution](#)

437.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[torisasami's solution](#)

438.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[torisasami's solution](#)

439.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[torisasami's solution](#)

440.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, trees

[torisasami's solution](#)

441.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[torisasami's solution](#)

442.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[torisasami's solution](#)

443.

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[torisasami's solution](#)

444.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[torisasami's solution](#)

445.

1713D

[Tournament Countdown](#) · [Tutorial](#)

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[torisasami's solution](#)

446.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, greedy, implementation

[torisasami's solution](#)

447.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[torisasami's solution](#)

448.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[torisasami's solution](#)

449.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[torisasami's solution](#)

450.

1575D

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

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp

[torisasami's solution](#)

451.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[torisasami's solution](#)

452.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[torisasami's solution](#)

453.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[torisasami's solution](#)

454.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[torisasami's solution](#)

455.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[torisasami's solution](#)

456.

768C

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

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, sortings

[torisasami's solution](#)

457.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[torisasami's solution](#)

458.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[torisasami's solution](#)

459.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

[torisasami's solution](#)

460.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[torisasami's solution](#)

461.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[torisasami's solution](#)

462.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[torisasami's solution](#)

463.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[torisasami's solution](#)

464.

1462F

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

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[torisasami's solution](#)

465.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[torisasami's solution](#)

466.

487A

[Fight the Monster](#) · [Tutorial](#)

Quality: 3,952 global accepts · Rating: 1800 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[torisasami's solution](#)

467.

1442B

[Identify the Operations](#) · [Tutorial](#)

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

[torisasami's solution](#)

468.

1442A

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

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

[torisasami's solution](#)

469.

668B

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

Rating: 1800 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[torisasami's solution](#)

470.

1426E

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

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

flows, greedy, math

[torisasami's solution](#)

471.

1327E

[Count The Blocks](#) · [Tutorial](#)

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

[torisasami's solution](#)

472.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[torisasami's solution](#)

473.

1221D

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

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2019-09-20 · last AC: 2019-09-20 · GNU C++11 (first AC) · Tags: dp

[torisasami's solution](#)

474.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[torisasami's solution](#)

475.

1207D

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

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[torisasami's solution](#)

476.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games, greedy

[torisasami's solution](#)

477.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation, math

[torisasami's solution](#)

478.

1180D

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

Rating: 1800 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[torisasami's solution](#)

479.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[torisasami's solution](#)

480.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-24 · last AC: 2019-04-24 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[torisasami's solution](#)

481.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[torisasami's solution](#)

482.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[torisasami's solution](#)

483.

1991D

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

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[torisasami's solution](#)

484.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

485.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[torisasami's solution](#)

486.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[torisasami's solution](#)

487.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, shortest paths

[torisasami's solution](#)

488.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[torisasami's solution](#)

489.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[torisasami's solution](#)

490.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[torisasami's solution](#)

491.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[torisasami's solution](#)

492.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[torisasami's solution](#)

493.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[torisasami's solution](#)

494.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[torisasami's solution](#)

495.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[torisasami's solution](#)

496.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[torisasami's solution](#)

497.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[torisasami's solution](#)

498.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[torisasami's solution](#)

499.

477B

[Dreamoon and Sets](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[torisasami's solution](#)

500.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[torisasami's solution](#)

501.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1900 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[torisasami's solution](#)

502.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[torisasami's solution](#)

503.

438B

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

Rating: 1900 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, sortings

[torisasami's solution](#)

504.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[torisasami's solution](#)

505.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[torisasami's solution](#)

506.

1707B

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Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[torisasami's solution](#)

507.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[torisasami's solution](#)

508.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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509.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[torisasami's solution](#)

510.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[torisasami's solution](#)

511.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[torisasami's solution](#)

512.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[torisasami's solution](#)

513.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[torisasami's solution](#)

514.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[torisasami's solution](#)

515.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[torisasami's solution](#)

516.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[torisasami's solution](#)

517.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[torisasami's solution](#)

518.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[torisasami's solution](#)

519.

1527B2

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Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[torisasami's solution](#)

520.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1900 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[torisasami's solution](#)

521.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dp
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522.

367B

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
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523.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
[torisasami's solution](#)

524.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
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525.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 1900 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, implementation
[torisasami's solution](#)

526.

1453D

[Checkpoints](#) · [Tutorial](#)

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

527.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, shortest paths
[torisasami's solution](#)

528.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers
[torisasami's solution](#)

529.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

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

530.

1404B

[Tree Tag](#) · [Tutorial](#)

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

531.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[torisasami's solution](#)

532.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[torisasami's solution](#)

533.

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings
[torisasami's solution](#)

534.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[torisasami's solution](#)

535.

1260D

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

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings
[torisasami's solution](#)

536.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation
[torisasami's solution](#)

537.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math
[torisasami's solution](#)

538.

1202D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[torisasami's solution](#)

539.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[torisasami's solution](#)

540.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[torisasami's solution](#)

541.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[torisasami's solution](#)

542.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[torisasami's solution](#)

543.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[torisasami's solution](#)

544.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[torisasami's solution](#)

545.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[torisasami's solution](#)

546.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[torisasami's solution](#)

547.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[torisasami's solution](#)

548.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[torisasami's solution](#)

549.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers
[torisasami's solution](#)

550.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, implementation
[torisasami's solution](#)

551.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation
[torisasami's solution](#)

552.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[torisasami's solution](#)

553.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[torisasami's solution](#)

554.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[torisasami's solution](#)

555.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[torisasami's solution](#)

556.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[torisasami's solution](#)

557.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[torisasami's solution](#)

558.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[torisasami's solution](#)

559.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

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560.

1685B

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Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[torisasami's solution](#)

561.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

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562.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
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563.

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[torisasami's solution](#)

564.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings
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565.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[torisasami's solution](#)

566.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive
[torisasami's solution](#)

567.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search
[torisasami's solution](#)

568.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[torisasami's solution](#)

569.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[torisasami's solution](#)

570.

1525C

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Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[torisasami's solution](#)

571.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
[torisasami's solution](#)

572.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings
[torisasami's solution](#)

573.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[torisasami's solution](#)

574.

1481D

[AB Graph](#) · [Tutorial](#)

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

575.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,211 global accepts · Rating: 2000 · first AC: 2020-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[torisasami's solution](#)

576.

504B

[Misha and Permutations Summation](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math
[torisasami's solution](#)

577.

668D

[Little Artem and Time Machine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[torisasami's solution](#)

578.

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, strings
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579.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[torisasami's solution](#)

580.

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths
[torisasami's solution](#)

581.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[torisasami's solution](#)

582.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: brute force, greedy, strings
[torisasami's solution](#)

583.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
[torisasami's solution](#)

584.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[torisasami's solution](#)

585.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

586.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings
[torisasami's solution](#)

587.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
[torisasami's solution](#)

588.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings
[torisasami's solution](#)

589.

1868B2

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

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math
[torisasami's solution](#)

590.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[torisasami's solution](#)

591.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy
[torisasami's solution](#)

592.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[torisasami's solution](#)

593.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[torisasami's solution](#)

594.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[torisasami's solution](#)

595.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[torisasami's solution](#)

596.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[torisasami's solution](#)

597.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[torisasami's solution](#)

598.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[torisasami's solution](#)

599.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, sortings, two pointers

[torisasami's solution](#)

600.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[torisasami's solution](#)

601.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[torisasami's solution](#)

602.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[torisasami's solution](#)

603.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math
[torisasami's solution](#)

604.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer
[torisasami's solution](#)

605.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings
[torisasami's solution](#)

606.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs
[torisasami's solution](#)

607.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
[torisasami's solution](#)

608.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games
[torisasami's solution](#)

609.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[torisasami's solution](#)

610.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[torisasami's solution](#)

611.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings
[torisasami's solution](#)

612.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[torisasami's solution](#)

613.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[torisasami's solution](#)

614.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[torisasami's solution](#)

615.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[torisasami's solution](#)

616.

1450C1

[Erich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[torisasami's solution](#)

617.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, ternary search

[torisasami's solution](#)

618.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[torisasami's solution](#)

619.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[torisasami's solution](#)

620.

1183F

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

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[torisasami's solution](#)

621.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[torisasami's solution](#)

622.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[torisasami's solution](#)

623.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[torisasami's solution](#)

624.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

625.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[torisasami's solution](#)

626.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[torisasami's solution](#)

627.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[torisasami's solution](#)

628.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[torisasami's solution](#)

629.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2021-12-14 · last AC: 2022-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[torisasami's solution](#)

630.

477C

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

Rating: 2200 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[torisasami's solution](#)

631.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[torisasami's solution](#)

632.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[torisasami's solution](#)

633.

453C

[Little Pony and Summer Sun Celebration](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2200 · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[torisasami's solution](#)

634.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[torisasami's solution](#)

635.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[torisasami's solution](#)

636.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[torisasami's solution](#)

637.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[torisasami's solution](#)

638.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[torisasami's solution](#)

639.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[torisasami's solution](#)

640.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[torisasami's solution](#)

641.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[torisasami's solution](#)

642.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[torisasami's solution](#)

643.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[torisasami's solution](#)

644.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[torisasami's solution](#)

645.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[torisasami's solution](#)

646.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[torisasami's solution](#)

647.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[torisasami's solution](#)

648.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
[torisasami's solution](#)

649.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[torisasami's solution](#)

650.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, trees
[torisasami's solution](#)

651.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
[torisasami's solution](#)

652.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[torisasami's solution](#)

653.

403C

[Strictly Positive Matrix](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[torisasami's solution](#)

654.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[torisasami's solution](#)

655.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[torisasami's solution](#)

656.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[torisasami's solution](#)

657.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[torisasami's solution](#)

658.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[torisasami's solution](#)

659.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[torisasami's solution](#)

660.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[torisasami's solution](#)

661.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2020-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[torisasami's solution](#)

662.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[torisasami's solution](#)

663.

679B

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

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[torisasami's solution](#)

664.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[torisasami's solution](#)

665.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[torisasami's solution](#)

666.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[torisasami's solution](#)

667.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[torisasami's solution](#)

668.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[torisasami's solution](#)

669.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

670.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[torisasami's solution](#)

671.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[torisasami's solution](#)

672.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[torisasami's solution](#)

673.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, two pointers
[torisasami's solution](#)

674.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[torisasami's solution](#)

675.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math
[torisasami's solution](#)

676.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-26 · last AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[torisasami's solution](#)

677.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers
[torisasami's solution](#)

678.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math
[torisasami's solution](#)

679.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers
[torisasami's solution](#)

680.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[torisasami's solution](#)

681.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings
[torisasami's solution](#)

682.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[torisasami's solution](#)

683.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[torisasami's solution](#)

684.

425D

[Sereja and Squares](#) · [Tutorial](#)

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing

[torisasami's solution](#)

685.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[torisasami's solution](#)

686.

414D

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

Quality: 748 global accepts · Rating: 2300 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[torisasami's solution](#)

687.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[torisasami's solution](#)

688.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[torisasami's solution](#)

689.

1575B

[Building an Amusement Park](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[torisasami's solution](#)

690.

1575I

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

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[torisasami's solution](#)

691.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[torisasami's solution](#)

692.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[torisasami's solution](#)

693.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory
[torisasami's solution](#)

694.

768F

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

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities
[torisasami's solution](#)

695.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[torisasami's solution](#)

696.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[torisasami's solution](#)

697.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[torisasami's solution](#)

698.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[torisasami's solution](#)

699.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[torisasami's solution](#)

700.

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[torisasami's solution](#)

701.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[torisasami's solution](#)

702.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[torisasami's solution](#)

703.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[torisasami's solution](#)

704.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-11-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings
[torisasami's solution](#)

705.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[torisasami's solution](#)

706.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, strings
[torisasami's solution](#)

707.

1191E

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

Rating: 2300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: brute force, games, greedy
[torisasami's solution](#)

708.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: number theory
[torisasami's solution](#)

709.

1182E

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

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-12 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory
[torisasami's solution](#)

710.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[torisasami's solution](#)

711.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

712.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

713.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[torisasami's solution](#)

714.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[torisasami's solution](#)

715.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[torisasami's solution](#)

716.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[torisasami's solution](#)

717.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[torisasami's solution](#)

718.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[torisasami's solution](#)

719.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[torisasami's solution](#)

720.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[torisasami's solution](#)

721.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[torisasami's solution](#)

722.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[torisasami's solution](#)

723.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[torisasami's solution](#)

724.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[torisasami's solution](#)

725.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[torisasami's solution](#)

726.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[torisasami's solution](#)

727.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[torisasami's solution](#)

728.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[torisasami's solution](#)

729.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[torisasami's solution](#)

730.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[torisasami's solution](#)

731.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[torisasami's solution](#)

732.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[torisasami's solution](#)

733.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[torisasami's solution](#)

734.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[torisasami's solution](#)

735.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[torisasami's solution](#)

736.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[torisasami's solution](#)

737.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[torisasami's solution](#)

738.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[torisasami's solution](#)

739.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[torisasami's solution](#)

740.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[torisasami's solution](#)

741.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive

[torisasami's solution](#)

742.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[torisasami's solution](#)

743.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, two pointers
[torisasami's solution](#)

744.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[torisasami's solution](#)

745.

668C

[Little Artem and Random Variable](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[torisasami's solution](#)

746.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[torisasami's solution](#)

747.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy
[torisasami's solution](#)

748.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[torisasami's solution](#)

749.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[torisasami's solution](#)

750.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[torisasami's solution](#)

751.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[torisasami's solution](#)

752.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[torisasami's solution](#)

753.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[torisasami's solution](#)

754.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[torisasami's solution](#)

755.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[torisasami's solution](#)

756.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[torisasami's solution](#)

757.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[torisasami's solution](#)

758.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[torisasami's solution](#)

759.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[torisasami's solution](#)

760.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[torisasami's solution](#)

761.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[torisasami's solution](#)

762.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[torisasami's solution](#)

763.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[torisasami's solution](#)

764.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[torisasami's solution](#)

765.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[torisasami's solution](#)

766.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[torisasami's solution](#)

767.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[torisasami's solution](#)

768.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[torisasami's solution](#)

769.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[torisasami's solution](#)

770.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[torisasami's solution](#)

771.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[torisasami's solution](#)

772.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[torisasami's solution](#)

773.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[torisasami's solution](#)

774.

504C

[Misha and Palindrome Degree](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[torisasami's solution](#)

775.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: divide and conquer, implementation, math
[torisasami's solution](#)

776.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[torisasami's solution](#)

777.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities
[torisasami's solution](#)

778.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[torisasami's solution](#)

779.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings
[torisasami's solution](#)

780.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[torisasami's solution](#)

781.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[torisasami's solution](#)

782.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[torisasami's solution](#)

783.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[torisasami's solution](#)

784.

1599A

[Weights](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[torisasami's solution](#)

785.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[torisasami's solution](#)

786.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[torisasami's solution](#)

787.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
[torisasami's solution](#)

788.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[torisasami's solution](#)

789.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[torisasami's solution](#)

790.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[torisasami's solution](#)

791.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2021-04-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[torisasami's solution](#)

792.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[torisasami's solution](#)

793.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[torisasami's solution](#)

794.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[torisasami's solution](#)

795.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[torisasami's solution](#)

796.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[torisasami's solution](#)

797.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[torisasami's solution](#)

798.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[torisasami's solution](#)

799.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[torisasami's solution](#)

800.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[torisasami's solution](#)

801.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[torisasami's solution](#)

802.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[torisasami's solution](#)

803.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[torisasami's solution](#)

804.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[torisasami's solution](#)

805.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-12 · last AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory

[torisasami's solution](#)

806.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[torisasami's solution](#)

807.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[torisasami's solution](#)

808.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[torisasami's solution](#)

809.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[torisasami's solution](#)

810.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[torisasami's solution](#)

811.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[torisasami's solution](#)

812.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[torisasami's solution](#)

813.

461D

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

Quality: 401 global accepts · Rating: 2800 · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dsu, math
[torisasami's solution](#)

814.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[torisasami's solution](#)

815.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[torisasami's solution](#)

816.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[torisasami's solution](#)

817.

1965D

[Missing Subarray Sum](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[torisasami's solution](#)

818.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory
[torisasami's solution](#)

819.

497D

[Gears](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2900 · first AC: 2022-12-23 · last AC: 2022-12-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[torisasami's solution](#)

820.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[torisasami's solution](#)

821.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[torisasami's solution](#)

822.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math
[torisasami's solution](#)

823.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[torisasami's solution](#)

824.

1575C

[Cyclic Sum](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3000 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, fft, number theory

[torisasami's solution](#)

825.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[torisasami's solution](#)

826.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[torisasami's solution](#)

827.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[torisasami's solution](#)

828.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[torisasami's solution](#)

829.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[torisasami's solution](#)

830.

477E

[Dreamoon and Notepad](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[torisasami's solution](#)

831.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[torisasami's solution](#)

832.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, geometry

[torisasami's solution](#)

833.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy,

sortings

[torisasami's solution](#)

834.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[torisasami's solution](#)

835.

104020H

[House Numbering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

836.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

837.

104020C

[Crashing Competition Computer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

838.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

839.

104020K

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

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

840.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

841.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

842.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

843.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

844.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

845.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

846.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

847.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

848.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

849.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

850.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

851.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

852.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

853.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

854.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

855.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

856.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

857.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

858.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

859.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

860.

102409K

[Lending Woes](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · last AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

861.

102409D

[Lottery Ticket](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

862.

102409C

[Xor in Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

863.

102409J

[Best division](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

864.

102409H

[Maximizing Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

865.

102409I

[Thanos's snap](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

866.

102409G

[Ironical Solution 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

867.

102409A

[Easy Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

868.

102409F

[Ironical Solution 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

869.

102409E

[Googles wants to maximize](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

870.

102409B

[Xor Sums](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

871.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

872.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

873.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

874.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

875.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

876.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

877.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[torisasami's solution](#)

878.

103466G

[Poker Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

879.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

880.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[torisasami's solution](#)

881.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

882.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[torisasami's solution](#)

883.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

884.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

885.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[torisasami's solution](#)

886.

103438B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · last AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

887.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

888.

103438M

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

889.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

890.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

891.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

892.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

893.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

894.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

895.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

896.

103438A

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

Rating: — · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

897.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

898.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

899.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

900.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

901.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

902.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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903.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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904.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

905.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

906.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · last AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

907.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

908.

103446J

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

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

909.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

910.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —

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911.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

912.

103446B

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

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

913.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

914.

103446D

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

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

915.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

916.

103388D

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

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

917.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

918.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

919.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · last AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

920.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

921.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

922.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

923.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

924.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

925.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

926.

103119E

[Mountain](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

927.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

928.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

929.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

930.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

931.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: —
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932.

103119L

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

Rating: — · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

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933.

103373H

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · last AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

934.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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935.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

936.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

937.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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938.

103373C

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

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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939.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —

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940.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

941.

1033855

[A,,ED\\$5D 5D =D'5 Dt8D ;C](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

942.

1033854

[AaUD46CT=C,,5 D,,0DT<C BC <](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

943.

1033853

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Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

944.

1033852

[A48Dn1C=8](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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945.

1033851

[AaB00cD :](#)

Rating: — · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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946.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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947.

103049G

[Great Expectations](#) · [Tutorial](#)

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948.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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949.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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950.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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951.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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952.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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953.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —

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954.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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955.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 7-32) (first AC) · Tags: —
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956.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

957.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

958.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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959.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

960.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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961.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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962.

103081K

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

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

963.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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964.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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965.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

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966.

103185B

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

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

967.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

968.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

969.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

970.

103185G

[Game of Slots](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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971.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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972.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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973.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —
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974.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —
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975.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

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976.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: —

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977.

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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978.

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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979.

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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980.

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: —
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981.

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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982.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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983.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

984.

102791L

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

Rating: — · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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985.

102791K

[Realistic Gameplay](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
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986.

102791J

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

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

987.

102791G

[Parking Spaces](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

988.

102791I

[String Reversal](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

989.

102791H

[String Deletion](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

990.

102791F

[Deposit](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

991.

102791E

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

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

992.

102791C

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

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

993.

102791D

[Barrels](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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994.

102791B

[Look At The Same One](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

995.

102791A

[Christmas Ornaments](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

996.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[torisasami's solution](#)

997.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[torisasami's solution](#)

998.

103102I

[Modulo Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

999.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[torisasami's solution](#)

1000.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

1001.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

1002.

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

1003.

103091G

[Digging for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

1004.

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

1005.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

1006.

103091E

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

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

1007.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[torisasami's solution](#)

1008.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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1009.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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1010.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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1011.

103091N

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Rating: — · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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1012.

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