

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — tourist

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

Sort: Problem rating · easier first

Filters: none

Count: 3,000

1.

2211A

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

Quality: 16,052 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[tourist's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,673 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[tourist's solution](#)

3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: games
[tourist's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,730 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[tourist's solution](#)

5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,573 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[tourist's solution](#)

6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,869 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[tourist's solution](#)

7.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[tourist's solution](#)

8.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[tourist's solution](#)

9.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, implementation, math
[tourist's solution](#)

10.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,160 global accepts · Rating: 800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[tourist's solution](#)

11.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,302 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

12.

2141A

[Furniture Store](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[tourist's solution](#)

13.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,949 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

14.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,861 global accepts · Rating: 800 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math

[tourist's solution](#)

15.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

16.

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[tourist's solution](#)

17.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,202 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

18.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

19.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

20.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[tourist's solution](#)

21.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 800 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

22.

2084A

[Max and Mod](#) · [Tutorial](#)

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

23.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[tourist's solution](#)

24.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,656 global accepts · Rating: 800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[tourist's solution](#)

25.

2062A

[String](#) · [Tutorial](#)

Quality: 28,276 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[tourist's solution](#)

26.

2061A

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

Quality: 22,353 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[tourist's solution](#)

27.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,509 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

28.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,266 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[tourist's solution](#)

29.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,970 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[tourist's solution](#)

30.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,203 global accepts · Rating: 800 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[tourist's solution](#)

31.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,457 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[tourist's solution](#)

32.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[tourist's solution](#)

33.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[tourist's solution](#)

34.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[tourist's solution](#)

35.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,694 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[tourist's solution](#)

36.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,944 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[tourist's solution](#)

37.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,739 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

38.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,689 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[tourist's solution](#)

39.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

40.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,500 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[tourist's solution](#)

41.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[tourist's solution](#)

42.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[tourist's solution](#)

43.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings

[tourist's solution](#)

44.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,637 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

45.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,915 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[tourist's solution](#)

46.

1991A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

47.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,422 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[tourist's solution](#)

48.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,284 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tourist's solution](#)

49.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[tourist's solution](#)

50.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,230 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[tourist's solution](#)

51.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,145 global accepts · Rating: 800 · first AC: 2021-08-09 · last AC: 2024-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[tourist's solution](#)

52.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,990 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[tourist's solution](#)

53.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[tourist's solution](#)

54.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,505 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings
[tourist's solution](#)

55.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,765 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[tourist's solution](#)

56.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,362 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[tourist's solution](#)

57.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[tourist's solution](#)

58.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,196 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[tourist's solution](#)

59.

1975A

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

Quality: 20,712 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[tourist's solution](#)

60.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[tourist's solution](#)

61.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,724 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math
[tourist's solution](#)

62.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

63.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,900 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[tourist's solution](#)

64.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,206 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[tourist's solution](#)

65.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,436 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[tourist's solution](#)

66.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,569 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[tourist's solution](#)

67.

1948A

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

Quality: 30,992 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[tourist's solution](#)

68.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,693 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[tourist's solution](#)

69.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,322 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[tourist's solution](#)

70.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[tourist's solution](#)

71.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[tourist's solution](#)

72.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation
[tourist's solution](#)

73.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,187 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tourist's solution](#)

74.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,891 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[tourist's solution](#)

75.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

76.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tourist's solution](#)

77.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,194 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[tourist's solution](#)

78.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[tourist's solution](#)

79.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,175 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[tourist's solution](#)

80.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,347 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[tourist's solution](#)

81.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,788 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[tourist's solution](#)

82.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,243 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

83.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tourist's solution](#)

84.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,261 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tourist's solution](#)

85.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,596 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[tourist's solution](#)

86.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,295 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[tourist's solution](#)

87.

1870A

[MEXanized Array](#) · [Tutorial](#)

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

[tourist's solution](#)

88.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

89.

1863A

[Channel](#) · [Tutorial](#)

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

[tourist's solution](#)

90.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,453 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[tourist's solution](#)

91.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[tourist's solution](#)

92.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,951 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[tourist's solution](#)

93.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[tourist's solution](#)

94.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[tourist's solution](#)

95.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[tourist's solution](#)

96.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[tourist's solution](#)

97.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[tourist's solution](#)

98.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tourist's solution](#)

99.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[tourist's solution](#)

100.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

101.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tourist's solution](#)

102.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,043 global accepts · Rating: 800 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings

[tourist's solution](#)

103.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[tourist's solution](#)

104.

1779A

[Hall of Fame](#) · [Tutorial](#)

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

[tourist's solution](#)

105.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tourist's solution](#)

106.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

107.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,816 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[tourist's solution](#)

108.

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,337 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[tourist's solution](#)

109.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,921 global accepts · Rating: 800 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[tourist's solution](#)

110.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,583 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[tourist's solution](#)

111.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[tourist's solution](#)

112.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[tourist's solution](#)

113.

1746B

[Rebellion](#) · [Tutorial](#)

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

[tourist's solution](#)

114.

1746A

[Maxmina](#) · [Tutorial](#)

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

[tourist's solution](#)

115.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,192 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[tourist's solution](#)

116.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,855 global accepts · Rating: 800 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

117.

1712B

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

Quality: 22,398 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[tourist's solution](#)

118.

1712A

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

Quality: 25,056 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

119.

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tourist's solution](#)

120.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,772 global accepts · Rating: 800 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[tourist's solution](#)

121.

1704A

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

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

[tourist's solution](#)

122.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[tourist's solution](#)

123.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,579 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

124.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tourist's solution](#)

125.

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,176 global accepts · Rating: 800 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

126.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tourist's solution](#)

127.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[tourist's solution](#)

128.

1696A

[NIT orz!](#) · [Tutorial](#)

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

129.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,740 global accepts · Rating: 800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[tourist's solution](#)

130.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[tourist's solution](#)

131.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[tourist's solution](#)

132.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[tourist's solution](#)

133.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

134.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
[tourist's solution](#)

135.

1672B

[I love AAAB](#) · [Tutorial](#)

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

136.

1672A

[Log Chopping](#) · [Tutorial](#)

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

137.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tourist's solution](#)

138.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,543 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[tourist's solution](#)

139.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[tourist's solution](#)

140.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[tourist's solution](#)

141.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

142.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,133 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[tourist's solution](#)

143.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tourist's solution](#)

144.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,285 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[tourist's solution](#)

145.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

146.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tourist's solution](#)

147.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,030 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[tourist's solution](#)

148.

1615A

[Closing The Gap](#) · [Tutorial](#)

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

[tourist's solution](#)

149.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp,

implementation

[tourist's solution](#)

150.

1594A

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

Quality: 27,118 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[tourist's solution](#)

151.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,988 global accepts · Rating: 800 · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: math, strings

[tourist's solution](#)

152.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

153.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

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

[tourist's solution](#)

154.

1566A

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

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

[tourist's solution](#)

155.

1556A

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

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

[tourist's solution](#)

156.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[tourist's solution](#)

157.

1552A

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

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

[tourist's solution](#)

158.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[tourist's solution](#)

159.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,747 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

[tourist's solution](#)

160.

1534A

[Colour the Flag](#) · [Tutorial](#)

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

161.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[tourist's solution](#)

162.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[tourist's solution](#)

163.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[tourist's solution](#)

164.

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[tourist's solution](#)

165.

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[tourist's solution](#)

166.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[tourist's solution](#)

167.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[tourist's solution](#)

168.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[tourist's solution](#)

169.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,344 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[tourist's solution](#)

170.

1431A

[Selling Hamburgers](#) · [Tutorial](#)

Quality: 2,153 global accepts · Rating: 800 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special
[tourist's solution](#)

171.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

172.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tourist's solution](#)

173.

1392A

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

Quality: 21,743 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tourist's solution](#)

174.

1368A

[C+=](#) · [Tutorial](#)

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

[tourist's solution](#)

175.

1347C

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

Rating: 800 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tourist's solution](#)

176.

1347A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special

[tourist's solution](#)

177.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,777 global accepts · Rating: 800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[tourist's solution](#)

178.

1305A

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

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

[tourist's solution](#)

179.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

180.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[tourist's solution](#)

181.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[tourist's solution](#)

182.

1209A

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

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

183.

1212A

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

Rating: 800 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[tourist's solution](#)

184.

1148A

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

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

185.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,647 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[tourist's solution](#)

186.

1097A

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

Quality: 43,802 global accepts · Rating: 800 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[tourist's solution](#)

187.

1091A

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

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

188.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 800 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

189.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[tourist's solution](#)

190.

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[tourist's solution](#)

191.

855A

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

Quality: 27,334 global accepts · Rating: 800 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[tourist's solution](#)

192.

859A

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

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[tourist's solution](#)

193.

755A

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

Quality: 19,784 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number

theory

[tourist's solution](#)

194.

750A

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

Quality: 92,546 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[tourist's solution](#)

195.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: implementation

[tourist's solution](#)

196.

620A

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

Quality: 14,347 global accepts · Rating: 800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation, math

[tourist's solution](#)

197.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

198.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,548 global accepts · Rating: 800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: implementation

[tourist's solution](#)

199.

472A

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

Quality: 70,766 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: math, number theory

[tourist's solution](#)

200.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 800 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[tourist's solution](#)

201.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,414 global accepts · Rating: 800 · first AC: 2012-03-04 · Delphi (first AC) · Tags: *special, implementation

[tourist's solution](#)

202.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,581 global accepts · Rating: 800 · first AC: 2011-10-14 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

203.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,647 global accepts · Rating: 800 · first AC: 2010-12-20 · Delphi (first AC) · Tags: greedy, math

[tourist's solution](#)

204.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,934 global accepts · Rating: 800 · first AC: 2010-12-05 · Delphi (first AC) · Tags: brute force, implementation

[tourist's solution](#)

205.

38A

[Army](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2010-10-30 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

206.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2010-06-03 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

207.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[tourist's solution](#)

208.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,846 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[tourist's solution](#)

209.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,360 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[tourist's solution](#)

210.

2072B

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

Quality: 30,934 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[tourist's solution](#)

211.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,749 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[tourist's solution](#)

212.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,782 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[tourist's solution](#)

213.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[tourist's solution](#)

214.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

215.

1988A

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

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

[tourist's solution](#)

216.

1992C

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

Quality: 33,254 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

217.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,402 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[tourist's solution](#)

218.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,194 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[tourist's solution](#)

219.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,081 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[tourist's solution](#)

220.

1896B

[AB Flipping](#) · [Tutorial](#)

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

[tourist's solution](#)

221.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[tourist's solution](#)

222.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tourist's solution](#)

223.

1779B

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

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

[tourist's solution](#)

224.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,850 global accepts · Rating: 900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[tourist's solution](#)

225.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,072 global accepts · Rating: 900 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

226.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,529 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tourist's solution](#)

227.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tourist's solution](#)

228.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tourist's solution](#)

229.

1696B

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

Quality: 36,309 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[tourist's solution](#)

230.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,904 global accepts · Rating: 900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

231.

1609A

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

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

[tourist's solution](#)

232.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[tourist's solution](#)

233.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[tourist's solution](#)

234.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, interactive

[tourist's solution](#)

235.

1488A

[From Zero To Y](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, math

[tourist's solution](#)

236.

1475B

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

Quality: 57,239 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[tourist's solution](#)

237.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,796 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[tourist's solution](#)

238.

1468N

[Waste Sorting](#) · [Tutorial](#)

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

239.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[tourist's solution](#)

240.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,203 global accepts · Rating: 900 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[tourist's solution](#)

241.

1347B

[Square?](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
[tourist's solution](#)

242.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[tourist's solution](#)

243.

1326B

[Maximums](#) · [Tutorial](#)

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

244.

1212B

[Two-gram](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-09-07 · last AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[tourist's solution](#)

245.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[tourist's solution](#)

246.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[tourist's solution](#)

247.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,447 global accepts · Rating: 900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[tourist's solution](#)

248.

981A

[Antipalindrome](#) · [Tutorial](#)

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

249.

847G

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

Quality: 7,646 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation
[tourist's solution](#)

250.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[tourist's solution](#)

251.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation
[tourist's solution](#)

252.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[tourist's solution](#)

253.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,670 global accepts · Rating: 900 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: implementation
[tourist's solution](#)

254.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, implementation
[tourist's solution](#)

255.

412B

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

Quality: 6,356 global accepts · Rating: 900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: greedy, sortings
[tourist's solution](#)

256.

115A

[Party](#) · [Tutorial](#)

Quality: 43,345 global accepts · Rating: 900 · first AC: 2011-09-15 · Delphi (first AC) · Tags: dfs and similar, graphs, trees
[tourist's solution](#)

257.

96A

[Football](#) · [Tutorial](#)

Quality: 193,633 global accepts · Rating: 900 · first AC: 2011-07-15 · Delphi (first AC) · Tags: implementation, strings
[tourist's solution](#)

258.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2010-11-13 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

259.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,481 global accepts · Rating: 900 · first AC: 2010-11-06 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

260.

16B

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

Quality: 20,766 global accepts · Rating: 900 · first AC: 2010-06-03 · Delphi (first AC) · Tags: greedy, implementation, sortings

[tourist's solution](#)

261.

10A

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

Quality: 8,345 global accepts · Rating: 900 · first AC: 2010-04-15 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

262.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[tourist's solution](#)

263.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,269 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[tourist's solution](#)

264.

2057B

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

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

265.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[tourist's solution](#)

266.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[tourist's solution](#)

267.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,528 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[tourist's solution](#)

268.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,421 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[tourist's solution](#)

269.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,742 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[tourist's solution](#)

270.

1987B

[K-Sort](#) · [Tutorial](#)

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

[tourist's solution](#)

271.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,103 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[tourist's solution](#)

272.

1975B

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

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

[tourist's solution](#)

273.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

274.

1955B

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

Quality: 32,262 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[tourist's solution](#)

275.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[tourist's solution](#)

276.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[tourist's solution](#)

277.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[tourist's solution](#)

278.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,229 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: strings

[tourist's solution](#)

279.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tourist's solution](#)

280.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[tourist's solution](#)

281.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

282.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[tourist's solution](#)

283.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[tourist's solution](#)

284.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,843 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[tourist's solution](#)

285.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[tourist's solution](#)

286.

1770A

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

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

287.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[tourist's solution](#)

288.

1761B

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

Quality: 14,713 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[tourist's solution](#)

289.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,908 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[tourist's solution](#)

290.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[tourist's solution](#)

291.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,305 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[tourist's solution](#)

292.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[tourist's solution](#)

293.

1632B

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

Quality: 31,531 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[tourist's solution](#)

294.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, shortest paths

[tourist's solution](#)

295.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[tourist's solution](#)

296.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[tourist's solution](#)

297.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

298.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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

[tourist's solution](#)

299.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,525 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[tourist's solution](#)

300.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[tourist's solution](#)

301.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
[tourist's solution](#)

302.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,832 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[tourist's solution](#)

303.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math
[tourist's solution](#)

304.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

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

305.

1266B

[Dice Tower](#) · [Tutorial](#)

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

306.

1266A

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

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

307.

1211A

[Three Problems](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[tourist's solution](#)

308.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[tourist's solution](#)

309.

981B

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

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

310.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,808 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation, math
[tourist's solution](#)

311.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[tourist's solution](#)

312.

757A

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

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

[tourist's solution](#)

313.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[tourist's solution](#)

314.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[tourist's solution](#)

315.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, implementation

[tourist's solution](#)

316.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[tourist's solution](#)

317.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: implementation

[tourist's solution](#)

318.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1000 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: greedy, implementation, sortings

[tourist's solution](#)

319.

500A

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

Quality: 62,684 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[tourist's solution](#)

320.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[tourist's solution](#)

321.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,261 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[tourist's solution](#)

322.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1000 · first AC: 2012-03-16 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

323.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,665 global accepts · Rating: 1000 · first AC: 2011-10-18 · Delphi (first AC) · Tags: brute force, implementation, math

[tourist's solution](#)

324.

109A

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

Quality: 19,821 global accepts · Rating: 1000 · first AC: 2011-08-29 · Delphi (first AC) · Tags: brute force, implementation

[tourist's solution](#)

325.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2011-08-19 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

326.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2011-08-19 · Delphi (first AC) · Tags: brute force, implementation

[tourist's solution](#)

327.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,165 global accepts · Rating: 1000 · first AC: 2011-07-14 · Delphi (first AC) · Tags: math

[tourist's solution](#)

328.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,868 global accepts · Rating: 1000 · first AC: 2011-04-15 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

329.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,687 global accepts · Rating: 1000 · first AC: 2010-10-25 · Delphi (first AC) · Tags: sortings

[tourist's solution](#)

330.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · Delphi (first AC) · Tags: implementation, math

[tourist's solution](#)

331.

2211B

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

Quality: 11,611 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[tourist's solution](#)

332.

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

333.

2155B

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

Quality: 16,986 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[tourist's solution](#)

334.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tourist's solution](#)

335.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,615 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[tourist's solution](#)

336.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,749 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[tourist's solution](#)

337.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[tourist's solution](#)

338.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[tourist's solution](#)

339.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[tourist's solution](#)

340.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[tourist's solution](#)

341.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[tourist's solution](#)

342.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,884 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tourist's solution](#)

343.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[tourist's solution](#)

344.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

345.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[tourist's solution](#)

346.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,197 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[tourist's solution](#)

347.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,670 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[tourist's solution](#)

348.

1991B

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

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

[tourist's solution](#)

349.

1995B1

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

Quality: 20,983 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[tourist's solution](#)

350.

1994B

[Fun Game](#) · [Tutorial](#)

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

[tourist's solution](#)

351.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,953 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[tourist's solution](#)

352.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,896 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[tourist's solution](#)

353.

1958A

[1-3-5](#) · [Tutorial](#)

Quality: 2,569 global accepts · Rating: 1100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[tourist's solution](#)

354.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

355.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,494 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory
[tourist's solution](#)

356.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[tourist's solution](#)

357.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,271 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
[tourist's solution](#)

358.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,878 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[tourist's solution](#)

359.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[tourist's solution](#)

360.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,347 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings
[tourist's solution](#)

361.

1910A

[Username](#) · [Tutorial](#)

Quality: 1,987 global accepts · Rating: 1100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation
[tourist's solution](#)

362.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[tourist's solution](#)

363.

1863B

[Split Sort](#) · [Tutorial](#)

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

364.

1842B

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

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

365.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers
[tourist's solution](#)

366.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,481 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers
[tourist's solution](#)

367.

1787B

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

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[tourist's solution](#)

368.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[tourist's solution](#)

369.

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[tourist's solution](#)

370.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[tourist's solution](#)

371.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[tourist's solution](#)

372.

1702C

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

Quality: 25,118 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[tourist's solution](#)

373.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[tourist's solution](#)

374.

1672C

[Unequal Array](#) · [Tutorial](#)

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

375.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[tourist's solution](#)

376.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[tourist's solution](#)

377.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[tourist's solution](#)

378.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[tourist's solution](#)

379.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[tourist's solution](#)

380.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[tourist's solution](#)

381.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[tourist's solution](#)

382.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,135 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[tourist's solution](#)

383.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,886 global accepts · Rating: 1100 · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: implementation, sortings

[tourist's solution](#)

384.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[tourist's solution](#)

385.

1566D1

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

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

[tourist's solution](#)

386.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,609 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[tourist's solution](#)

387.

1534B

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

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

388.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[tourist's solution](#)

389.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

390.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

391.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[tourist's solution](#)

392.

1146B

[Hate "A"](#) · [Tutorial](#)

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

393.

1119A

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

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

394.

1033B

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

Quality: 11,952 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[tourist's solution](#)

395.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special
[tourist's solution](#)

396.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, implementation
[tourist's solution](#)

397.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings

[tourist's solution](#)

398.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[tourist's solution](#)

399.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,891 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[tourist's solution](#)

400.

596A

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

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: geometry, implementation

[tourist's solution](#)

401.

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: *special, data structures, dp, implementation

[tourist's solution](#)

402.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

403.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: greedy

[tourist's solution](#)

404.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: implementation

[tourist's solution](#)

405.

225A

[Dice Tower](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

406.

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2012-06-12 · Delphi (first AC) · Tags: greedy, strings

[tourist's solution](#)

407.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,803 global accepts · Rating: 1100 · first AC: 2012-03-04 · Delphi (first AC) · Tags: *special, greedy, implementation

[tourist's solution](#)

408.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1100 · first AC: 2011-10-27 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

409.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2011-10-18 · Delphi (first AC) · Tags: implementation, math
[tourist's solution](#)

410.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2011-10-18 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

411.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,234 global accepts · Rating: 1100 · first AC: 2011-05-06 · Delphi (first AC) · Tags: implementation, math
[tourist's solution](#)

412.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2010-12-05 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

413.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,664 global accepts · Rating: 1100 · first AC: 2010-10-24 · Delphi (first AC) · Tags: math
[tourist's solution](#)

414.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,814 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[tourist's solution](#)

415.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[tourist's solution](#)

416.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[tourist's solution](#)

417.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[tourist's solution](#)

418.

2141B

[Games](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[tourist's solution](#)

419.

2135A

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

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[tourist's solution](#)

420.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[tourist's solution](#)

421.

2072C

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

Quality: 19,572 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[tourist's solution](#)

422.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[tourist's solution](#)

423.

2050C

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

Quality: 24,997 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[tourist's solution](#)

424.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[tourist's solution](#)

425.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,817 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[tourist's solution](#)

426.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[tourist's solution](#)

427.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers
[tourist's solution](#)

428.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

429.

1992D

[Test of Love](#) · [Tutorial](#)

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

430.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[tourist's solution](#)

431.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,314 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[tourist's solution](#)

432.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,897 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[tourist's solution](#)

433.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[tourist's solution](#)

434.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
[tourist's solution](#)

435.

1975C

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

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

436.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation
[tourist's solution](#)

437.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,893 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[tourist's solution](#)

438.

1934B

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

Quality: 22,013 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math
[tourist's solution](#)

439.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,744 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[tourist's solution](#)

440.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[tourist's solution](#)

441.

1909B

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

Quality: 30,947 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[tourist's solution](#)

442.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,833 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[tourist's solution](#)

443.

1874A

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

Quality: 19,386 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[tourist's solution](#)

444.

1870B

[Friendly Arrays](#) · [Tutorial](#)

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

[tourist's solution](#)

445.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,388 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

446.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,553 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[tourist's solution](#)

447.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[tourist's solution](#)

448.

1738B

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

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

[tourist's solution](#)

449.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,788 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[tourist's solution](#)

450.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[tourist's solution](#)

451.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,382 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[tourist's solution](#)

452.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[tourist's solution](#)

453.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[tourist's solution](#)

454.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

455.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[tourist's solution](#)

456.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,332 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[tourist's solution](#)

457.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[tourist's solution](#)

458.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,457 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

459.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[tourist's solution](#)

460.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[tourist's solution](#)

461.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[tourist's solution](#)

462.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,802 global accepts · Rating: 1200 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math
[tourist's solution](#)

463.

1392C

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

Quality: 19,594 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[tourist's solution](#)

464.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

465.

1305B

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

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[tourist's solution](#)

466.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tourist's solution](#)

467.

1212C

[Less or Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, sortings
[tourist's solution](#)

468.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,943 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
[tourist's solution](#)

469.

1091B

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

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

470.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tourist's solution](#)

471.

1002D1

[Oracle for \$f\(x\) = b * x \bmod 2\$](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[tourist's solution](#)

472.

1001H

[Oracle for \$f\(x\) = \text{parity of the number of 1s in } x\$](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[tourist's solution](#)

473.

776B

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

Quality: 25,725 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[tourist's solution](#)

474.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[tourist's solution](#)

475.

639A

[Bear and Displayed Friends](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: implementation

[tourist's solution](#)

476.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[tourist's solution](#)

477.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[tourist's solution](#)

478.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,835 global accepts · Rating: 1200 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[tourist's solution](#)

479.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2015-03-08 · Java 8 (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[tourist's solution](#)

480.

492B

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

Quality: 90,179 global accepts · Rating: 1200 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[tourist's solution](#)

481.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

482.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,514 global accepts · Rating: 1200 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, implementation
[tourist's solution](#)

483.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,015 global accepts · Rating: 1200 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: implementation
[tourist's solution](#)

484.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation, strings
[tourist's solution](#)

485.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[tourist's solution](#)

486.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,511 global accepts · Rating: 1200 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: graphs, implementation
[tourist's solution](#)

487.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,330 global accepts · Rating: 1200 · first AC: 2012-08-18 · Delphi (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[tourist's solution](#)

488.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2012-08-16 · Delphi (first AC) · Tags: implementation, math
[tourist's solution](#)

489.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1200 · first AC: 2012-04-22 · Delphi (first AC) · Tags: constructive algorithms, implementation, math
[tourist's solution](#)

490.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · Delphi (first AC) · Tags: *special, constructive algorithms
[tourist's solution](#)

491.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2012-01-22 · Delphi (first AC) · Tags: greedy, implementation
[tourist's solution](#)

492.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,369 global accepts · Rating: 1200 · first AC: 2011-08-03 · Delphi (first AC) · Tags: greedy

[tourist's solution](#)

493.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2010-10-30 · Delphi (first AC) · Tags: brute force, implementation, math
[tourist's solution](#)

494.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 1200 · first AC: 2010-10-07 · Delphi (first AC) · Tags: greedy, implementation
[tourist's solution](#)

495.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2010-07-09 · Delphi (first AC) · Tags: brute force, greedy
[tourist's solution](#)

496.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,495 global accepts · Rating: 1200 · first AC: 2010-05-29 · Delphi (first AC) · Tags: implementation, sortings
[tourist's solution](#)

497.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2010-04-08 · Delphi (first AC) · Tags: strings
[tourist's solution](#)

498.

2211C1

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

Quality: 9,098 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[tourist's solution](#)

499.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[tourist's solution](#)

500.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[tourist's solution](#)

501.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[tourist's solution](#)

502.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[tourist's solution](#)

503.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[tourist's solution](#)

504.

2118C

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

Quality: 18,475 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[tourist's solution](#)

505.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[tourist's solution](#)

506.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[tourist's solution](#)

507.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[tourist's solution](#)

508.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,745 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[tourist's solution](#)

509.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[tourist's solution](#)

510.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[tourist's solution](#)

511.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[tourist's solution](#)

512.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

513.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[tourist's solution](#)

514.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

515.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tourist's solution](#)

516.

1984C1

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

Quality: 20,151 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[tourist's solution](#)

517.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,495 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[tourist's solution](#)

518.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[tourist's solution](#)

519.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[tourist's solution](#)

520.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[tourist's solution](#)

521.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,369 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[tourist's solution](#)

522.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[tourist's solution](#)

523.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[tourist's solution](#)

524.

1889A

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

Quality: 15,320 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tourist's solution](#)

525.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[tourist's solution](#)

526.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[tourist's solution](#)

527.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[tourist's solution](#)

528.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[tourist's solution](#)

529.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[tourist's solution](#)

530.

1810C

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

Quality: 16,550 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[tourist's solution](#)

531.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,712 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tourist's solution](#)

532.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tourist's solution](#)

533.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

534.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math
[tourist's solution](#)

535.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[tourist's solution](#)

536.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[tourist's solution](#)

537.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[tourist's solution](#)

538.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[tourist's solution](#)

539.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[tourist's solution](#)

540.

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
[tourist's solution](#)

541.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[tourist's solution](#)

542.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,194 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[tourist's solution](#)

543.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[tourist's solution](#)

544.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[tourist's solution](#)

545.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,082 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[tourist's solution](#)

546.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,248 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[tourist's solution](#)

547.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[tourist's solution](#)

548.

1534C

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

Quality: 13,807 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[tourist's solution](#)

549.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[tourist's solution](#)

550.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[tourist's solution](#)

551.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[tourist's solution](#)

552.

1420C1

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

Quality: 18,974 global accepts · Rating: 1300 · first AC: 2020-09-24 · last AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[tourist's solution](#)

553.

1418B

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

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-14 · last AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

554.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[tourist's solution](#)

555.

1347D

[Alice, Bob and Candies](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tourist's solution](#)

556.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[tourist's solution](#)

557.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[tourist's solution](#)

558.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[tourist's solution](#)

559.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[tourist's solution](#)

560.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,365 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings

[tourist's solution](#)

561.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[tourist's solution](#)

562.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[tourist's solution](#)

563.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,877 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: greedy

[tourist's solution](#)

564.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

565.

1002D2

[Oracle for \$f\(x\) = b * x + \(1 - b\) * \(1 - x\) \bmod 2\$](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[tourist's solution](#)

566.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[tourist's solution](#)

567.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[tourist's solution](#)

568.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special
[tourist's solution](#)

569.

755C

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

Quality: 15,004 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees
[tourist's solution](#)

570.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation
[tourist's solution](#)

571.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[tourist's solution](#)

572.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math
[tourist's solution](#)

573.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,063 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[tourist's solution](#)

574.

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[tourist's solution](#)

575.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[tourist's solution](#)

576.

472B

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

Quality: 7,646 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

577.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, implementation, strings

[tourist's solution](#)

578.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,342 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[tourist's solution](#)

579.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · Delphi (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

580.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[tourist's solution](#)

581.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,520 global accepts · Rating: 1300 · first AC: 2012-05-04 · Delphi (first AC) · Tags: math

[tourist's solution](#)

582.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · Delphi (first AC) · Tags: implementation, math

[tourist's solution](#)

583.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · Delphi (first AC) · Tags: *special, brute force

[tourist's solution](#)

584.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · Delphi (first AC) · Tags: *special, combinatorics

[tourist's solution](#)

585.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,473 global accepts · Rating: 1300 · first AC: 2012-03-11 · Delphi (first AC) · Tags: binary search, brute force, greedy, two pointers

[tourist's solution](#)

586.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · Delphi (first AC) · Tags: *special, brute force, number theory

[tourist's solution](#)

587.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · Delphi (first AC) · Tags: implementation, number theory, strings

[tourist's solution](#)

588.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · Delphi (first AC) · Tags: implementation, math

[tourist's solution](#)

589.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,023 global accepts · Rating: 1300 · first AC: 2011-05-20 · Delphi (first AC) · Tags: constructive algorithms, implementation

[tourist's solution](#)

590.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · Delphi (first AC) · Tags: math

[tourist's solution](#)

591.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 1300 · first AC: 2011-02-25 · Delphi (first AC) · Tags: greedy, math

[tourist's solution](#)

592.

64A

[Factorial](#) · [Tutorial](#)

Quality: 4,247 global accepts · Rating: 1300 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, implementation

[tourist's solution](#)

593.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1300 · first AC: 2011-02-19 · Delphi (first AC) · Tags: implementation, two pointers

[tourist's solution](#)

594.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 1300 · first AC: 2011-01-25 · Delphi (first AC) · Tags: dfs and similar, greedy, implementation

[tourist's solution](#)

595.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2010-12-28 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

596.

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2010-11-06 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

597.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2010-11-05 · Delphi (first AC) · Tags: constructive algorithms, geometry, implementation, math

[tourist's solution](#)

598.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-24 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

599.

39H

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

Quality: 3,125 global accepts · Rating: 1300 · first AC: 2010-10-24 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

600.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2010-10-24 · Delphi (first AC) · Tags: greedy

[tourist's solution](#)

601.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[tourist's solution](#)

602.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

603.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[tourist's solution](#)

604.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[tourist's solution](#)

605.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,115 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[tourist's solution](#)

606.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,320 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[tourist's solution](#)

607.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[tourist's solution](#)

608.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[tourist's solution](#)

609.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings
[tourist's solution](#)

610.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[tourist's solution](#)

611.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[tourist's solution](#)

612.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
[tourist's solution](#)

613.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,296 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[tourist's solution](#)

614.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math
[tourist's solution](#)

615.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,446 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[tourist's solution](#)

616.

1958B

[Clock in the Pool](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 1400 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special, math
[tourist's solution](#)

617.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[tourist's solution](#)

618.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
[tourist's solution](#)

619.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[tourist's solution](#)

620.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

621.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

622.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,927 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[tourist's solution](#)

623.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

624.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[tourist's solution](#)

625.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,478 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

626.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[tourist's solution](#)

627.

1893A

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

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

[tourist's solution](#)

628.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

629.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

630.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[tourist's solution](#)

631.

1830A

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

Quality: 20,314 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[tourist's solution](#)

632.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[tourist's solution](#)

633.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[tourist's solution](#)

634.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[tourist's solution](#)

635.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[tourist's solution](#)

636.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[tourist's solution](#)

637.

1706C

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

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation
[tourist's solution](#)

638.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[tourist's solution](#)

639.

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[tourist's solution](#)

640.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

641.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,800 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[tourist's solution](#)

642.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[tourist's solution](#)

643.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[tourist's solution](#)

644.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[tourist's solution](#)

645.

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

[tourist's solution](#)

646.

1579D

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

Quality: 18,421 global accepts · Rating: 1400 · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: constructive algorithms, graphs, greedy

[tourist's solution](#)

647.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[tourist's solution](#)

648.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[tourist's solution](#)

649.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tourist's solution](#)

650.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[tourist's solution](#)

651.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[tourist's solution](#)

652.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[tourist's solution](#)

653.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[tourist's solution](#)

654.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tourist's solution](#)

655.

1431B

[Polycarp and the Language of Gods](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 1400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation, two pointers

[tourist's solution](#)

656.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[tourist's solution](#)

657.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

658.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[tourist's solution](#)

659.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[tourist's solution](#)

660.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[tourist's solution](#)

661.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[tourist's solution](#)

662.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[tourist's solution](#)

663.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[tourist's solution](#)

664.

1212D

[Divide by three, multiply by two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, math
[tourist's solution](#)

665.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[tourist's solution](#)

666.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[tourist's solution](#)

667.

1091C

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

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

668.

1001G

[Oracle for \$f\(x\) = k\$ -th element of \$x\$](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special
[tourist's solution](#)

669.

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[tourist's solution](#)

670.

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[tourist's solution](#)

671.

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[tourist's solution](#)

672.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[tourist's solution](#)

673.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[tourist's solution](#)

674.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[tourist's solution](#)

675.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures, implementation

[tourist's solution](#)

676.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,425 global accepts · Rating: 1400 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[tourist's solution](#)

677.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, sortings

[tourist's solution](#)

678.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: implementation

[tourist's solution](#)

679.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[tourist's solution](#)

680.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,633 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[tourist's solution](#)

681.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation
[tourist's solution](#)

682.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force
[tourist's solution](#)

683.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,682 global accepts · Rating: 1400 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: geometry, math
[tourist's solution](#)

684.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: greedy, sortings
[tourist's solution](#)

685.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: greedy
[tourist's solution](#)

686.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: implementation, math
[tourist's solution](#)

687.

418A

[Football](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, implementation
[tourist's solution](#)

688.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings
[tourist's solution](#)

689.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: greedy, sortings
[tourist's solution](#)

690.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy
[tourist's solution](#)

691.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: brute force, implementation
[tourist's solution](#)

692.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math
[tourist's solution](#)

693.

260A

[Adding Digits](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1400 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: implementation, math
[tourist's solution](#)

694.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2012-06-22 · Delphi (first AC) · Tags: shortest paths
[tourist's solution](#)

695.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · Delphi (first AC) · Tags: dp
[tourist's solution](#)

696.

175B

[Plane of Tanks: Pro](#) · [Tutorial](#)

Quality: 1,573 global accepts · Rating: 1400 · first AC: 2012-04-14 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

697.

175A

[Robot Bicorn Attack](#) · [Tutorial](#)

Quality: 2,549 global accepts · Rating: 1400 · first AC: 2012-04-14 · Delphi (first AC) · Tags: brute force, implementation
[tourist's solution](#)

698.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,386 global accepts · Rating: 1400 · first AC: 2012-03-04 · Delphi (first AC) · Tags: *special, data structures, implementation
[tourist's solution](#)

699.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1400 · first AC: 2012-02-17 · FPC (first AC) · Tags: games, math, number theory
[tourist's solution](#)

700.

120E

[Put Knight!](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1400 · first AC: 2011-10-18 · Delphi (first AC) · Tags: games, math
[tourist's solution](#)

701.

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2011-10-18 · Delphi (first AC) · Tags: dp, greedy, trees
[tourist's solution](#)

702.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2011-10-18 · Delphi (first AC) · Tags: brute force
[tourist's solution](#)

703.

111A

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

Quality: 5,171 global accepts · Rating: 1400 · first AC: 2011-09-03 · Delphi (first AC) · Tags: greedy
[tourist's solution](#)

704.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2011-08-23 · Delphi (first AC) · Tags: dfs and similar, graphs
[tourist's solution](#)

705.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-19 · Delphi (first AC) · Tags: brute force, implementation
[tourist's solution](#)

706.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 1400 · first AC: 2011-02-19 · Delphi (first AC) · Tags: dfs and similar, dsu
[tourist's solution](#)

707.

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2010-11-18 · Delphi (first AC) · Tags: greedy, implementation
[tourist's solution](#)

708.

45I

[TCMCF+++](#) · [Tutorial](#)

Quality: 2,803 global accepts · Rating: 1400 · first AC: 2010-11-13 · Delphi (first AC) · Tags: greedy
[tourist's solution](#)

709.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,116 global accepts · Rating: 1400 · first AC: 2010-11-06 · Delphi (first AC) · Tags: dp
[tourist's solution](#)

710.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,561 global accepts · Rating: 1400 · first AC: 2010-10-30 · Delphi (first AC) · Tags: brute force
[tourist's solution](#)

711.

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,855 global accepts · Rating: 1400 · first AC: 2010-07-26 · Delphi (first AC) · Tags: graphs
[tourist's solution](#)

712.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2010-06-24 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

713.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 1400 · first AC: 2010-04-08 · Delphi (first AC) · Tags: constructive algorithms, graphs, implementation
[tourist's solution](#)

714.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[tourist's solution](#)

715.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers
[tourist's solution](#)

716.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[tourist's solution](#)

717.

2115A

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

Quality: 14,953 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory
[tourist's solution](#)

718.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[tourist's solution](#)

719.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[tourist's solution](#)

720.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,499 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[tourist's solution](#)

721.

1999G1

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

Quality: 14,524 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[tourist's solution](#)

722.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[tourist's solution](#)

723.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,568 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[tourist's solution](#)

724.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,013 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[tourist's solution](#)

725.

1958C

[Firewood](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 1500 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

726.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings
[tourist's solution](#)

727.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[tourist's solution](#)

728.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[tourist's solution](#)

729.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,195 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[tourist's solution](#)

730.

1851E

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

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[tourist's solution](#)

731.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp
[tourist's solution](#)

732.

1817A

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

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[tourist's solution](#)

733.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[tourist's solution](#)

734.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[tourist's solution](#)

735.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

736.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,784 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[tourist's solution](#)

737.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[tourist's solution](#)

738.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[tourist's solution](#)

739.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,150 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[tourist's solution](#)

740.

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

[tourist's solution](#)

741.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[tourist's solution](#)

742.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: greedy, implementation

[tourist's solution](#)

743.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[tourist's solution](#)

744.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[tourist's solution](#)

745.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[tourist's solution](#)

746.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[tourist's solution](#)

747.

1431D

[Used Markers](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 1500 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[tourist's solution](#)

748.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[tourist's solution](#)

749.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[tourist's solution](#)

750.

1418C

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

Quality: 28,126 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[tourist's solution](#)

751.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[tourist's solution](#)

752.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

753.

1368B

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

Quality: 21,423 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[tourist's solution](#)

754.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[tourist's solution](#)

755.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tourist's solution](#)

756.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[tourist's solution](#)

757.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[tourist's solution](#)

758.

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

759.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tourist's solution](#)

760.

1211B

[Traveling Around the Golden Ring of Berland](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tourist's solution](#)

761.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[tourist's solution](#)

762.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

763.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[tourist's solution](#)

764.

1081B

[Farewell Party](#) · [Tutorial](#)

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

[tourist's solution](#)

765.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,557 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

766.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,222 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tourist's solution](#)

767.

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[tourist's solution](#)

768.

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[tourist's solution](#)

769.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[tourist's solution](#)

770.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: implementation

[tourist's solution](#)

771.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[tourist's solution](#)

772.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-17 · last AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[tourist's solution](#)

773.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

774.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[tourist's solution](#)

775.

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: implementation
[tourist's solution](#)

776.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: greedy
[tourist's solution](#)

777.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation
[tourist's solution](#)

778.

562B

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —
[tourist's solution](#)

779.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: greedy
[tourist's solution](#)

780.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,962 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp
[tourist's solution](#)

781.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: greedy
[tourist's solution](#)

782.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,487 global accepts · Rating: 1500 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation
[tourist's solution](#)

783.

367A

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

Quality: 4,546 global accepts · Rating: 1500 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, implementation
[tourist's solution](#)

784.

356A

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

Quality: 16,786 global accepts · Rating: 1500 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: data structures, dsu
[tourist's solution](#)

785.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,494 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths
[tourist's solution](#)

786.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

787.

331A2

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, sortings
[tourist's solution](#)

788.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, data structures
[tourist's solution](#)

789.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar
[tourist's solution](#)

790.

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: games, greedy
[tourist's solution](#)

791.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

792.

211E

[IT Restaurants](#) · [Tutorial](#)

Rating: 1500 · first AC: 2012-07-15 · Delphi (first AC) · Tags: —
[tourist's solution](#)

793.

204B

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

Quality: 5,907 global accepts · Rating: 1500 · first AC: 2012-07-11 · Delphi (first AC) · Tags: binary search, data structures
[tourist's solution](#)

794.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-07-11 · Delphi (first AC) · Tags: binary search, combinatorics, dp
[tourist's solution](#)

795.

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,858 global accepts · Rating: 1500 · first AC: 2012-03-16 · Delphi (first AC) · Tags: binary search, implementation
[tourist's solution](#)

796.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,509 global accepts · Rating: 1500 · first AC: 2011-11-15 · Delphi (first AC) · Tags: dfs and similar
[tourist's solution](#)

797.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · Delphi (first AC) · Tags: strings
[tourist's solution](#)

798.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-15 · Delphi (first AC) · Tags: greedy, sortings
[tourist's solution](#)

799.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1500 · first AC: 2011-06-07 · Delphi (first AC) · Tags: implementation, math
[tourist's solution](#)

800.

74B

[Train](#) · [Tutorial](#)

Quality: 1,785 global accepts · Rating: 1500 · first AC: 2011-04-15 · Delphi (first AC) · Tags: dp, games, greedy
[tourist's solution](#)

801.

64B

[Expression](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 1500 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, expression parsing
[tourist's solution](#)

802.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,450 global accepts · Rating: 1500 · first AC: 2010-12-20 · Delphi (first AC) · Tags: strings
[tourist's solution](#)

803.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2010-11-06 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

804.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1500 · first AC: 2010-10-24 · Delphi (first AC) · Tags: hashing, implementation, strings
[tourist's solution](#)

805.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1500 · first AC: 2010-07-26 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

806.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · Delphi (first AC) · Tags: dp, implementation
[tourist's solution](#)

807.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,219 global accepts · Rating: 1500 · first AC: 2010-02-25 · Delphi (first AC) · Tags: hashing, implementation

[tourist's solution](#)

808.

2207C

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

Quality: 5,442 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[tourist's solution](#)

809.

2207B

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

Quality: 5,801 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[tourist's solution](#)

810.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[tourist's solution](#)

811.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[tourist's solution](#)

812.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[tourist's solution](#)

813.

2084D

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

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

[tourist's solution](#)

814.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[tourist's solution](#)

815.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[tourist's solution](#)

816.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tourist's solution](#)

817.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers
[tourist's solution](#)

818.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[tourist's solution](#)

819.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers
[tourist's solution](#)

820.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,210 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[tourist's solution](#)

821.

1958D

[Staircase](#) · [Tutorial](#)

Quality: 711 global accepts · Rating: 1600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

822.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,716 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[tourist's solution](#)

823.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers
[tourist's solution](#)

824.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tourist's solution](#)

825.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,198 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[tourist's solution](#)

826.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math
[tourist's solution](#)

827.

1910C

[Poisonous Swamp](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation
[tourist's solution](#)

828.

1910B

[Security Guard](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 1600 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[tourist's solution](#)

829.

1861C

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

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[tourist's solution](#)

830.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[tourist's solution](#)

831.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[tourist's solution](#)

832.

1787C

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

Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[tourist's solution](#)

833.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[tourist's solution](#)

834.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers
[tourist's solution](#)

835.

1714D

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

Quality: 10,321 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[tourist's solution](#)

836.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,443 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[tourist's solution](#)

837.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
[tourist's solution](#)

838.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[tourist's solution](#)

839.

1677A

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

Quality: 9,354 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp
[tourist's solution](#)

840.

1671D

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

Quality: 8,457 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[tourist's solution](#)

841.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[tourist's solution](#)

842.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
[tourist's solution](#)

843.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[tourist's solution](#)

844.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[tourist's solution](#)

845.

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
[tourist's solution](#)

846.

1610C

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

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[tourist's solution](#)

847.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[tourist's solution](#)

848.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[tourist's solution](#)

849.

1555D

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

Quality: 15,467 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[tourist's solution](#)

850.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[tourist's solution](#)

851.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[tourist's solution](#)

852.

1528A

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

Quality: 18,982 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[tourist's solution](#)

853.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

854.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, number theory

[tourist's solution](#)

855.

1475E

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[tourist's solution](#)

856.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[tourist's solution](#)

857.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,292 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[tourist's solution](#)

858.

1431C

[Black Friday](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 1600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[tourist's solution](#)

859.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, math, number theory, two pointers
[tourist's solution](#)

860.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[tourist's solution](#)

861.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[tourist's solution](#)

862.

1346D

[Constructing the Dungeon](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy
[tourist's solution](#)

863.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings
[tourist's solution](#)

864.

1347E

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

Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms
[tourist's solution](#)

865.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,633 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory
[tourist's solution](#)

866.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[tourist's solution](#)

867.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[tourist's solution](#)

868.

1305C

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

Quality: 18,780 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[tourist's solution](#)

869.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[tourist's solution](#)

870.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[tourist's solution](#)

871.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

872.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[tourist's solution](#)

873.

1212E

[Booking System](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[tourist's solution](#)

874.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[tourist's solution](#)

875.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[tourist's solution](#)

876.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[tourist's solution](#)

877.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[tourist's solution](#)

878.

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[tourist's solution](#)

879.

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[tourist's solution](#)

880.

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special
[tourist's solution](#)

881.

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special
[tourist's solution](#)

882.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,328 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[tourist's solution](#)

883.

966A

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

Rating: 1600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[tourist's solution](#)

884.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[tourist's solution](#)

885.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy
[tourist's solution](#)

886.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, data structures
[tourist's solution](#)

887.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[tourist's solution](#)

888.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[tourist's solution](#)

643B

Quality: 3,397 global accepts · Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[tourist's solution](#)

639B

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees
[tourist's solution](#)

645C

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers
[tourist's solution](#)

637D

Quality: 2,125 global accepts · Rating: 1600 · first AC: 2016-03-13 · GNU C++11 (first AC) · Tags: *special, data structures, dp, greedy
[tourist's solution](#)

626C

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[tourist's solution](#)

607A

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: binary search, dp
[tourist's solution](#)

573B

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-08-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math
[tourist's solution](#)

524A

Quality: 1,486 global accepts · Rating: 1600 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: implementation
[tourist's solution](#)

512A

Rating: 1600 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[tourist's solution](#)

500C

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

500B

Quality: 9,600 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[tourist's solution](#)

900.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, geometry, implementation, math
[tourist's solution](#)

901.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, implementation
[tourist's solution](#)

902.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 1600 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dfs and similar
[tourist's solution](#)

903.

372A

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

Quality: 15,592 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers
[tourist's solution](#)

904.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
[tourist's solution](#)

905.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,081 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory
[tourist's solution](#)

906.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory
[tourist's solution](#)

907.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force
[tourist's solution](#)

908.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp
[tourist's solution](#)

909.

297B

[Fish Weight](#) · [Tutorial](#)

Quality: 3,766 global accepts · Rating: 1600 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

910.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, greedy

[tourist's solution](#)

911.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation
[tourist's solution](#)

912.

273B

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

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics
[tourist's solution](#)

913.

269A

[Magical Boxes](#) · [Tutorial](#)

Quality: 3,699 global accepts · Rating: 1600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: greedy, math
[tourist's solution](#)

914.

260B

[Ancient Prophecy](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1600 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: brute force, implementation, strings
[tourist's solution](#)

915.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: bitmasks
[tourist's solution](#)

916.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,982 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: number theory
[tourist's solution](#)

917.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: implementation
[tourist's solution](#)

918.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[tourist's solution](#)

919.

232A

[Cycles](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 1600 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, graphs, greedy
[tourist's solution](#)

920.

225B

[Well-known Numbers](#) · [Tutorial](#)

Quality: 3,394 global accepts · Rating: 1600 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: binary search, greedy, number theory
[tourist's solution](#)

921.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,848 global accepts · Rating: 1600 · first AC: 2012-07-14 · Delphi (first AC) · Tags: dp, math

[tourist's solution](#)

922.

175C

[Geometry Horse](#) · [Tutorial](#)

Quality: 1,521 global accepts · Rating: 1600 · first AC: 2012-04-14 · Delphi (first AC) · Tags: greedy, implementation, sortings, two pointers

[tourist's solution](#)

923.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 1600 · first AC: 2012-04-01 · Delphi (first AC) · Tags: *special

[tourist's solution](#)

924.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · Delphi (first AC) · Tags: *special, brute force, implementation, number theory

[tourist's solution](#)

925.

167A

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

Quality: 2,185 global accepts · Rating: 1600 · first AC: 2012-03-27 · Delphi (first AC) · Tags: implementation, math

[tourist's solution](#)

926.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,822 global accepts · Rating: 1600 · first AC: 2012-03-16 · Delphi (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[tourist's solution](#)

927.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-02-29 · Delphi (first AC) · Tags: constructive algorithms, data structures, implementation

[tourist's solution](#)

928.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2012-02-24 · Delphi (first AC) · Tags: math, number theory

[tourist's solution](#)

929.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,326 global accepts · Rating: 1600 · first AC: 2012-02-24 · Delphi (first AC) · Tags: greedy

[tourist's solution](#)

930.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,314 global accepts · Rating: 1600 · first AC: 2012-02-17 · Delphi (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[tourist's solution](#)

931.

142A

[Help Farmer](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 1600 · first AC: 2012-01-12 · Delphi (first AC) · Tags: brute force, math

[tourist's solution](#)

932.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2011-09-08 · Delphi (first AC) · Tags: implementation, strings
[tourist's solution](#)

933.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,272 global accepts · Rating: 1600 · first AC: 2011-08-23 · Delphi (first AC) · Tags: combinatorics, dp, math, probabilities
[tourist's solution](#)

934.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · Delphi (first AC) · Tags: math
[tourist's solution](#)

935.

73A

[The Elder Trolls IV: Oblivon](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 1600 · first AC: 2011-04-10 · Delphi (first AC) · Tags: greedy, math
[tourist's solution](#)

936.

64C

[Table](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 1600 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, greedy, implementation, math
[tourist's solution](#)

937.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-01-25 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

938.

46C

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

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2010-12-05 · Delphi (first AC) · Tags: two pointers
[tourist's solution](#)

939.

40B

[Repaintings](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2010-11-05 · Delphi (first AC) · Tags: math
[tourist's solution](#)

940.

28A

[Bender Problem](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 1600 · first AC: 2010-09-17 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

941.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,516 global accepts · Rating: 1600 · first AC: 2010-09-17 · Delphi (first AC) · Tags: dfs and similar, dsu, graphs
[tourist's solution](#)

942.

23B

[Party](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1600 · first AC: 2010-07-09 · Delphi (first AC) · Tags: constructive algorithms, graphs, math
[tourist's solution](#)

943.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[tourist's solution](#)

944.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,080 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[tourist's solution](#)

945.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[tourist's solution](#)

946.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[tourist's solution](#)

947.

2159A

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

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[tourist's solution](#)

948.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math
[tourist's solution](#)

949.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,337 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[tourist's solution](#)

950.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[tourist's solution](#)

951.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,092 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[tourist's solution](#)

952.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory
[tourist's solution](#)

953.

2096C

[Wonderful City](#) · [Tutorial](#)

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

954.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[tourist's solution](#)

955.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees
[tourist's solution](#)

956.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,315 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees
[tourist's solution](#)

957.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory
[tourist's solution](#)

958.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[tourist's solution](#)

959.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers
[tourist's solution](#)

960.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[tourist's solution](#)

961.

1999G2

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

Quality: 11,023 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[tourist's solution](#)

962.

1995B2

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

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures,

greedy, math, sortings, two pointers

[tourist's solution](#)

963.

219D

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

Quality: 12,485 global accepts · Rating: 1700 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

964.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[tourist's solution](#)

965.

1982D

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

Quality: 9,763 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[tourist's solution](#)

966.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2011-08-03 · last AC: 2024-06-18 · Delphi (first AC) · Tags: binary search, data structures, dp

[tourist's solution](#)

967.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[tourist's solution](#)

968.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[tourist's solution](#)

969.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,495 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[tourist's solution](#)

970.

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[tourist's solution](#)

971.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[tourist's solution](#)

972.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[tourist's solution](#)

973.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[tourist's solution](#)

974.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[tourist's solution](#)

975.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[tourist's solution](#)

976.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[tourist's solution](#)

977.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[tourist's solution](#)

978.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[tourist's solution](#)

979.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[tourist's solution](#)

980.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[tourist's solution](#)

981.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[tourist's solution](#)

982.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tourist's solution](#)

983.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[tourist's solution](#)

984.

1810D

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

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[tourist's solution](#)

985.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[tourist's solution](#)

986.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[tourist's solution](#)

987.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,312 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[tourist's solution](#)

988.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[tourist's solution](#)

989.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[tourist's solution](#)

990.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[tourist's solution](#)

991.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tourist's solution](#)

992.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[tourist's solution](#)

993.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[tourist's solution](#)

994.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[tourist's solution](#)

995.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[tourist's solution](#)

996.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[tourist's solution](#)

997.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

998.

1628B

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

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[tourist's solution](#)

999.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tourist's solution](#)

1000.

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

[tourist's solution](#)

1001.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[tourist's solution](#)

1002.

1594D

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

Quality: 9,395 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[tourist's solution](#)

1003.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[tourist's solution](#)

1004.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: data structures, greedy

[tourist's solution](#)

1005.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,500 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[tourist's solution](#)

1006.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

1007.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[tourist's solution](#)

1008.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[tourist's solution](#)

1009.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[tourist's solution](#)

1010.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory

[tourist's solution](#)

1011.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[tourist's solution](#)

1012.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[tourist's solution](#)

1013.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tourist's solution](#)

1014.

1383A

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

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

[tourist's solution](#)

1015.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[tourist's solution](#)

1016.

1361A

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

Quality: 8,844 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[tourist's solution](#)

1017.

1346E

[Magic Tricks](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs

[tourist's solution](#)

1018.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[tourist's solution](#)

1019.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[tourist's solution](#)

1020.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[tourist's solution](#)

1021.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[tourist's solution](#)

1022.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[tourist's solution](#)

1023.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[tourist's solution](#)

1024.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[tourist's solution](#)

1025.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[tourist's solution](#)

1026.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,726 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[tourist's solution](#)

1027.

1211C

[Ice Cream](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1700 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings
[tourist's solution](#)

1028.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · last AC: 2019-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[tourist's solution](#)

1029.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[tourist's solution](#)

1030.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,216 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive
[tourist's solution](#)

1031.

1091D

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

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[tourist's solution](#)

1032.

1044A

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

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[tourist's solution](#)

1033.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,098 global accepts · Rating: 1700 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[tourist's solution](#)

1034.

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[tourist's solution](#)

1035.

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[tourist's solution](#)

1036.

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2018-07-02 · Q# (first AC) · Tags: *special

[tourist's solution](#)

1037.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[tourist's solution](#)

1038.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[tourist's solution](#)

1039.

852G

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

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tourist's solution](#)

1040.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[tourist's solution](#)

1041.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[tourist's solution](#)

1042.

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[tourist's solution](#)

1043.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures

[tourist's solution](#)

1044.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: dp, math

[tourist's solution](#)

1045.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: combinatorics, greedy, sortings

[tourist's solution](#)

1046.

575D

[Tablecity](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 1700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tourist's solution](#)

1047.

532C

[Board Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

1048.

524B

[BD>D\\$> CÔU CÔUCÄÖD\\$! 2 \(round version\)](#)

Quality: 1,546 global accepts · Rating: 1700 · first AC: 2015-03-21 · Java 8 (first AC) · Tags: dp, greedy

[tourist's solution](#)

1049.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: implementation, math, trees

[tourist's solution](#)

1050.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,621 global accepts · Rating: 1700 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

1051.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,885 global accepts · Rating: 1700 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[tourist's solution](#)

1052.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: greedy, strings

[tourist's solution](#)

1053.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: math

[tourist's solution](#)

1054.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[tourist's solution](#)

1055.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[tourist's solution](#)

1056.

409B

[Mysterious Language](#) · [Tutorial](#)

Quality: 1,429 global accepts · Rating: 1700 · first AC: 2014-04-01 · Mysterious Language (first AC) · Tags: *special

[tourist's solution](#)

1057.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[tourist's solution](#)

1058.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[tourist's solution](#)

1059.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: implementation

[tourist's solution](#)

1060.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings

[tourist's solution](#)

1061.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[tourist's solution](#)

1062.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

1063.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,228 global accepts · Rating: 1700 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[tourist's solution](#)

1064.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: dp, matrices

[tourist's solution](#)

1065.

223A

[Bracket Sequence](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 1700 · first AC: 2012-09-16 · Delphi (first AC) · Tags: data structures, expression parsing, implementation

[tourist's solution](#)

1066.

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · Delphi (first AC) · Tags: dfs and similar, greedy

[tourist's solution](#)

1067.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-22 · Delphi (first AC) · Tags: implementation, math

[tourist's solution](#)

1068.

193A

[Cutting Figure](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1700 · first AC: 2012-06-03 · Delphi (first AC) · Tags: constructive algorithms, graphs, trees

[tourist's solution](#)

1069.

164A

[Variable, or There and Back Again](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 1700 · first AC: 2012-04-08 · Delphi (first AC) · Tags: dfs and similar, graphs

[tourist's solution](#)

1070.

163A

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

1071.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · Delphi (first AC) · Tags: constructive algorithms, greedy, sortings

[tourist's solution](#)

1072.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-02-29 · Delphi (first AC) · Tags: brute force

[tourist's solution](#)

1073.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-04 · Delphi (first AC) · Tags: geometry, math

[tourist's solution](#)

1074.

126B

[Password](#) · [Tutorial](#)

Quality: 24,762 global accepts · Rating: 1700 · first AC: 2011-11-09 · Delphi (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[tourist's solution](#)

1075.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2011-08-19 · Delphi (first AC) · Tags: brute force, implementation

[tourist's solution](#)

1076.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2011-08-19 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

1077.

105A

[Transmigration](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 1700 · first AC: 2011-08-13 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

1078.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · Delphi (first AC) · Tags: constructive algorithms, hashing, implementation

[tourist's solution](#)

1079.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2011-04-12 · Delphi (first AC) · Tags: implementation, math

[tourist's solution](#)

1080.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2011-04-12 · FPC (first AC) · Tags: dp, greedy, math

[tourist's solution](#)

1081.

51B

[bHTML Tables Analysis](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 1700 · first AC: 2010-12-28 · Delphi (first AC) · Tags: expression parsing

[tourist's solution](#)

1082.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2010-11-18 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

1083.

44H

[Phone Number](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1700 · first AC: 2010-11-06 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

1084.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[tourist's solution](#)

1085.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[tourist's solution](#)

1086.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[tourist's solution](#)

1087.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[tourist's solution](#)

1088.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,864 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[tourist's solution](#)

1089.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy, math

[tourist's solution](#)

1090.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, brute force

[tourist's solution](#)

1091.

2138C1

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

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[tourist's solution](#)

1092.

2127D

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

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[tourist's solution](#)

1093.

2101B

[Quartet Swapping](#) · [Tutorial](#)

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

[tourist's solution](#)

1094.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[tourist's solution](#)

1095.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[tourist's solution](#)

1096.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[tourist's solution](#)

1097.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[tourist's solution](#)

1098.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[tourist's solution](#)

1099.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[tourist's solution](#)

1100.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

1101.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[tourist's solution](#)

1102.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[tourist's solution](#)

1103.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[tourist's solution](#)

1104.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[tourist's solution](#)

1105.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,403 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[tourist's solution](#)

1106.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,670 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[tourist's solution](#)

1107.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[tourist's solution](#)

1108.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[tourist's solution](#)

1109.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[tourist's solution](#)

1110.

1910D

[Remove and Add](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 1800 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[tourist's solution](#)

1111.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[tourist's solution](#)

1112.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tourist's solution](#)

1113.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[tourist's solution](#)

1114.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[tourist's solution](#)

1115.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[tourist's solution](#)

1116.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[tourist's solution](#)

1117.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[tourist's solution](#)

1118.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[tourist's solution](#)

1119.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[tourist's solution](#)

1120.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[tourist's solution](#)

1121.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
[tourist's solution](#)

1122.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers
[tourist's solution](#)

1123.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[tourist's solution](#)

1124.

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[tourist's solution](#)

1125.

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
[tourist's solution](#)

1126.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[tourist's solution](#)

1127.

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

[tourist's solution](#)

1128.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[tourist's solution](#)

1129.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[tourist's solution](#)

1130.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[tourist's solution](#)

1131.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[tourist's solution](#)

1132.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[tourist's solution](#)

1133.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[tourist's solution](#)

1134.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, greedy, implementation, shortest paths

[tourist's solution](#)

1135.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[tourist's solution](#)

1136.

1488B

[RBS Deletion](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 1800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[tourist's solution](#)

1137.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[tourist's solution](#)

1138.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[tourist's solution](#)

1139.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[tourist's solution](#)

1140.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[tourist's solution](#)

1141.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[tourist's solution](#)

1142.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[tourist's solution](#)

1143.

1441A

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

Rating: 1800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[tourist's solution](#)

1144.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[tourist's solution](#)

1145.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[tourist's solution](#)

1146.

1394A

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

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

[tourist's solution](#)

1147.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two

pointers

[tourist's solution](#)

1148.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[tourist's solution](#)

1149.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

1150.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[tourist's solution](#)

1151.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[tourist's solution](#)

1152.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[tourist's solution](#)

1153.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[tourist's solution](#)

1154.

1212F

[One-Based Arithmetic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, brute force

[tourist's solution](#)

1155.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

1156.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

1157.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[tourist's solution](#)

1158.

1081D

[Maximum Distance](#) · [Tutorial](#)

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

[tourist's solution](#)

1159.

863D

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

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2018-10-17 · last AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[tourist's solution](#)

1160.

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2018-07-07 · Q# (first AC) · Tags: *special

[tourist's solution](#)

1161.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[tourist's solution](#)

1162.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[tourist's solution](#)

1163.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[tourist's solution](#)

1164.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[tourist's solution](#)

1165.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, dp

[tourist's solution](#)

1166.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[tourist's solution](#)

1167.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[tourist's solution](#)

1168.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 1800 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[tourist's solution](#)

1169.

641C

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

Quality: 3,192 global accepts · Rating: 1800 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[tourist's solution](#)

1170.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,338 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[tourist's solution](#)

1171.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, probabilities

[tourist's solution](#)

1172.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[tourist's solution](#)

1173.

532E

[Correcting Mistakes](#) · [Tutorial](#)

Rating: 1800 · first AC: 2015-04-17 · Java 8 (first AC) · Tags: —

[tourist's solution](#)

1174.

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle

[tourist's solution](#)

1175.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, math

[tourist's solution](#)

1176.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: binary search, implementation, math, sortings

[tourist's solution](#)

1177.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, trees

[tourist's solution](#)

1178.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, geometry, trees

[tourist's solution](#)

1179.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: greedy, math, probabilities

[tourist's solution](#)

1180.

436C

[Dungeons and Candies](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dsu, graphs, greedy, trees

[tourist's solution](#)

1181.

409E

[Dome](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 1800 · first AC: 2014-04-01 · GNU C++ (first AC) · Tags: *special

[tourist's solution](#)

1182.

280B

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: data structures, implementation, two pointers

[tourist's solution](#)

1183.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: implementation, math

[tourist's solution](#)

1184.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms

[tourist's solution](#)

1185.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

1186.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-04 · Delphi (first AC) · Tags: math, ternary search

[tourist's solution](#)

1187.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2012-04-22 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

1188.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · Delphi (first AC) · Tags: binary search, dp, two pointers

[tourist's solution](#)

1189.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2012-04-06 · Delphi (first AC) · Tags: dfs and similar, shortest paths
[tourist's solution](#)

1190.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2012-03-27 · Delphi (first AC) · Tags: dp, math, probabilities
[tourist's solution](#)

1191.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 1800 · first AC: 2012-03-11 · Delphi (first AC) · Tags: dfs and similar, dp, trees
[tourist's solution](#)

1192.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2012-01-22 · Delphi (first AC) · Tags: constructive algorithms
[tourist's solution](#)

1193.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2012-01-12 · Delphi (first AC) · Tags: constructive algorithms, greedy, implementation
[tourist's solution](#)

1194.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · Delphi (first AC) · Tags: greedy, sortings
[tourist's solution](#)

1195.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · Delphi (first AC) · Tags: brute force, greedy, implementation
[tourist's solution](#)

1196.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · Delphi (first AC) · Tags: binary search, data structures, greedy
[tourist's solution](#)

1197.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · last AC: 2011-11-03 · Delphi (first AC) · Tags: math
[tourist's solution](#)

1198.

120G

[Boom](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 1800 · first AC: 2011-10-18 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

1199.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2011-10-18 · Delphi (first AC) · Tags: graph matchings
[tourist's solution](#)

1200.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-09-23 · Delphi (first AC) · Tags: brute force, number theory

[tourist's solution](#)

1201.

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · Delphi (first AC) · Tags: brute force, probabilities

[tourist's solution](#)

1202.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-16 · Delphi (first AC) · Tags: greedy

[tourist's solution](#)

1203.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-07 · Delphi (first AC) · Tags: implementation, strings

[tourist's solution](#)

1204.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · Delphi (first AC) · Tags: data structures, greedy

[tourist's solution](#)

1205.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · Delphi (first AC) · Tags: binary search, math, sortings

[tourist's solution](#)

1206.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-10 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

1207.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-13 · Delphi (first AC) · Tags: greedy

[tourist's solution](#)

1208.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-13 · Delphi (first AC) · Tags: dp, graphs, greedy, implementation

[tourist's solution](#)

1209.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2011-02-25 · Delphi (first AC) · Tags: binary search, implementation

[tourist's solution](#)

1210.

64E

[Prime Segment](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, brute force, math, number theory

[tourist's solution](#)

1211.

64D

[Presents](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 1800 · first AC: 2011-02-21 · Tcl (first AC) · Tags: *special, greedy

[tourist's solution](#)

1212.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2010-12-28 · Delphi (first AC) · Tags: binary search, greedy

[tourist's solution](#)

1213.

46D

[Parking Lot](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-12-05 · Delphi (first AC) · Tags: data structures, implementation

[tourist's solution](#)

1214.

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2010-11-13 · last AC: 2010-11-13 · Delphi (first AC) · Tags: constructive algorithms

[tourist's solution](#)

1215.

44D

[Hyperdrive](#) · [Tutorial](#)

Quality: 800 global accepts · Rating: 1800 · first AC: 2010-11-06 · Delphi (first AC) · Tags: math

[tourist's solution](#)

1216.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2010-10-30 · Delphi (first AC) · Tags: dp, sortings

[tourist's solution](#)

1217.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2010-10-25 · Delphi (first AC) · Tags: greedy, implementation

[tourist's solution](#)

1218.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2010-10-07 · Delphi (first AC) · Tags: greedy

[tourist's solution](#)

1219.

33B

[String Problem](#) · [Tutorial](#)

Quality: 5,722 global accepts · Rating: 1800 · first AC: 2010-10-07 · Delphi (first AC) · Tags: shortest paths

[tourist's solution](#)

1220.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2010-07-26 · Delphi (first AC) · Tags: geometry, implementation, math

[tourist's solution](#)

1221.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2010-06-03 · Delphi (first AC) · Tags: binary search, number theory

[tourist's solution](#)

1222.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-29 · last AC: 2010-05-31 · Delphi (first AC) · Tags: math

[tourist's solution](#)

1223.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,895 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[tourist's solution](#)

1224.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
[tourist's solution](#)

1225.

2180C

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

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[tourist's solution](#)

1226.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[tourist's solution](#)

1227.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[tourist's solution](#)

1228.

2138B

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

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[tourist's solution](#)

1229.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,722 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[tourist's solution](#)

1230.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
[tourist's solution](#)

1231.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers
[tourist's solution](#)

1232.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[tourist's solution](#)

1233.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[tourist's solution](#)

1234.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[tourist's solution](#)

1235.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,824 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[tourist's solution](#)

1236.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,042 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[tourist's solution](#)

1237.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[tourist's solution](#)

1238.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,262 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[tourist's solution](#)

1239.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[tourist's solution](#)

1240.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[tourist's solution](#)

1241.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,953 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[tourist's solution](#)

1242.

1991E

[Coloring Game](#) · [Tutorial](#)

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

[tourist's solution](#)

1243.

1991D

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

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

[tourist's solution](#)

1244.

1994D

[Funny Game](#) · [Tutorial](#)

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

[tourist's solution](#)

1245.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,410 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[tourist's solution](#)

1246.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[tourist's solution](#)

1247.

1208D

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

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2019-08-25 · last AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[tourist's solution](#)

1248.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[tourist's solution](#)

1249.

1958E

[Yet Another Permutation Constructive](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1900 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms

[tourist's solution](#)

1250.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[tourist's solution](#)

1251.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[tourist's solution](#)

1252.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,075 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[tourist's solution](#)

1253.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tourist's solution](#)

1254.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[tourist's solution](#)

1255.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tourist's solution](#)

1256.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[tourist's solution](#)

1257.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,633 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[tourist's solution](#)

1258.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[tourist's solution](#)

1259.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

1260.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tourist's solution](#)

1261.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[tourist's solution](#)

1262.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[tourist's solution](#)

1263.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[tourist's solution](#)

1264.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[tourist's solution](#)

1265.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tourist's solution](#)

1266.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[tourist's solution](#)

1267.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[tourist's solution](#)

1268.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

1269.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[tourist's solution](#)

1270.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[tourist's solution](#)

1271.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[tourist's solution](#)

1272.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[tourist's solution](#)

1273.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[tourist's solution](#)

1274.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[tourist's solution](#)

1275.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,995 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[tourist's solution](#)

1276.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tourist's solution](#)

1277.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[tourist's solution](#)

1278.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[tourist's solution](#)

1279.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[tourist's solution](#)

1280.

1488D

[Problemsolving Marathon](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[tourist's solution](#)

1281.

1488C

[Two Policemen](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 1900 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, brute force, math

[tourist's solution](#)

1282.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[tourist's solution](#)

1283.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[tourist's solution](#)

1284.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[tourist's solution](#)

1285.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[tourist's solution](#)

1286.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[tourist's solution](#)

1287.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, graphs

[tourist's solution](#)

1288.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[tourist's solution](#)

1289.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[tourist's solution](#)

1290.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[tourist's solution](#)

1291.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[tourist's solution](#)

1292.

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[tourist's solution](#)

1293.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[tourist's solution](#)

1294.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[tourist's solution](#)

1295.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[tourist's solution](#)

1296.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[tourist's solution](#)

1297.

1081E

[Missing Numbers](#) · [Tutorial](#)

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

[tourist's solution](#)

1298.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[tourist's solution](#)

1299.

1044B

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

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, trees

[tourist's solution](#)

1300.

1043E

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

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

[tourist's solution](#)

1301.

1002A4

[Generate W state](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 1900 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[tourist's solution](#)

1302.

1002E2

[Another array reconstruction algorithm](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 1900 · first AC: 2018-07-06 · Q# (first AC) · Tags: *special

[tourist's solution](#)

1303.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[tourist's solution](#)

1304.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[tourist's solution](#)

1305.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, math

[tourist's solution](#)

1306.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: data structures, hashing, sortings, strings

[tourist's solution](#)

1307.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[tourist's solution](#)

1308.

744B

[Hongcow's Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 1900 · first AC: 2016-12-17 · last AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, interactive

[tourist's solution](#)

1309.

717E

[Paint it really, really dark gray](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: dfs and similar

[tourist's solution](#)

1310.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: games, matrices, probabilities

[tourist's solution](#)

1311.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 1900 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[tourist's solution](#)

1312.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,343 global accepts · Rating: 1900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dp

[tourist's solution](#)

1313.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[tourist's solution](#)

1314.

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,375 global accepts · Rating: 1900 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[tourist's solution](#)

1315.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,306 global accepts · Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[tourist's solution](#)

1316.

562D

[Restructuring Company](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

1317.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · Java 7 (first AC) · Tags: greedy, implementation

[tourist's solution](#)

1318.

524C

[The Art of Dealing with ATM](#) · [Tutorial](#)

Quality: 2,193 global accepts · Rating: 1900 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: binary search, sortings

[tourist's solution](#)

1319.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[tourist's solution](#)

1320.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[tourist's solution](#)

1321.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,524 global accepts · Rating: 1900 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[tourist's solution](#)

1322.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: greedy

[tourist's solution](#)

1323.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,843 global accepts · Rating: 1900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, implementation,

strings, trees

[tourist's solution](#)

1324.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[tourist's solution](#)

1325.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: implementation

[tourist's solution](#)

1326.

418B

[Cunning Gena](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: bitmasks, dp, sortings

[tourist's solution](#)

1327.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[tourist's solution](#)

1328.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[tourist's solution](#)

1329.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: brute force, divide and conquer, dp

[tourist's solution](#)

1330.

367B

[Sereja ans Anagrams](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: binary search, data structures

[tourist's solution](#)

1331.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,088 global accepts · Rating: 1900 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: implementation, math

[tourist's solution](#)

1332.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[tourist's solution](#)

1333.

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: constructive algorithms, dp

[tourist's solution](#)

1334.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures

[tourist's solution](#)

1335.

308C

[Memory for Arrays](#) · [Tutorial](#)

Rating: 1900 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

1336.

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-04-15 · last AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[tourist's solution](#)

1337.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: data structures

[tourist's solution](#)

1338.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[tourist's solution](#)

1339.

232B

[Table](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 1900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[tourist's solution](#)

1340.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 1900 · first AC: 2012-09-16 · Delphi (first AC) · Tags: data structures, dp, strings

[tourist's solution](#)

1341.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · FPC (first AC) · Tags: combinatorics, math, number theory

[tourist's solution](#)

1342.

213B

[Numbers](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 1900 · first AC: 2012-07-30 · Delphi (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

1343.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-22 · Delphi (first AC) · Tags: greedy, strings

[tourist's solution](#)

1344.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · Delphi (first AC) · Tags: brute force, dp

[tourist's solution](#)

1345.

158E

[Phone Talks](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 1900 · first AC: 2012-03-04 · Delphi (first AC) · Tags: *special, dp, sortings

[tourist's solution](#)

1346.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · Delphi (first AC) · Tags: binary search, brute force, math

[tourist's solution](#)

1347.

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-27 · Delphi (first AC) · Tags: brute force, combinatorics, number theory

[tourist's solution](#)

1348.

120J

[Minimum Sum](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 1900 · first AC: 2011-10-18 · Delphi (first AC) · Tags: divide and conquer, geometry, sortings

[tourist's solution](#)

1349.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · Delphi (first AC) · Tags: binary search, data structures, number theory

[tourist's solution](#)

1350.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · Delphi (first AC) · Tags: brute force, probabilities

[tourist's solution](#)

1351.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,118 global accepts · Rating: 1900 · first AC: 2011-08-29 · Delphi (first AC) · Tags: dp, dsu, trees

[tourist's solution](#)

1352.

67D

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

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-13 · Delphi (first AC) · Tags: binary search, data structures, dp

[tourist's solution](#)

1353.

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2011-01-25 · Delphi (first AC) · Tags: combinatorics, math

[tourist's solution](#)

1354.

46E

[Comb](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 1900 · first AC: 2010-12-05 · Delphi (first AC) · Tags: data structures, dp

[tourist's solution](#)

1355.

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2010-11-13 · Delphi (first AC) · Tags: data structures

[tourist's solution](#)

1356.

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2010-11-13 · Delphi (first AC) · Tags: greedy, meet-in-the-middle, sortings

[tourist's solution](#)

1357.

38D

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

Quality: 1,075 global accepts · Rating: 1900 · first AC: 2010-10-30 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)

1358.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 1900 · first AC: 2010-10-25 · Delphi (first AC) · Tags: data structures, greedy, trees

[tourist's solution](#)

1359.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2010-06-28 · Delphi (first AC) · Tags: implementation, strings

[tourist's solution](#)

1360.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,822 global accepts · Rating: 1900 · first AC: 2010-06-24 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

1361.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2010-06-03 · Delphi (first AC) · Tags: implementation, strings

[tourist's solution](#)

1362.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2010-06-03 · Delphi (first AC) · Tags: bitmasks, dp, probabilities

[tourist's solution](#)

1363.

5C

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

Quality: 18,067 global accepts · Rating: 1900 · first AC: 2010-03-26 · Delphi (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[tourist's solution](#)

1364.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[tourist's solution](#)

1365.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[tourist's solution](#)

1366.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[tourist's solution](#)

1367.

2138C2

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

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[tourist's solution](#)

1368.

2135C

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

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[tourist's solution](#)

1369.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,771 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[tourist's solution](#)

1370.

2096D

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

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[tourist's solution](#)

1371.

2068J

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

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[tourist's solution](#)

1372.

2062E1

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

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

[tourist's solution](#)

1373.

2061E

[Kevin and And](#) · [Tutorial](#)

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

[tourist's solution](#)

1374.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[tourist's solution](#)

1375.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[tourist's solution](#)

1376.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[tourist's solution](#)

1377.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[tourist's solution](#)

1378.

1994E

[Wooden Game](#) · [Tutorial](#)

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

[tourist's solution](#)

1379.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[tourist's solution](#)

1380.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

1381.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[tourist's solution](#)

1382.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, schedules

[tourist's solution](#)

1383.

1984D

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

Quality: 3,880 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[tourist's solution](#)

1384.

1958F

[Narrow Paths](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics

[tourist's solution](#)

1385.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[tourist's solution](#)

1386.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tourist's solution](#)

1387.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[tourist's solution](#)

1388.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[tourist's solution](#)

1389.

1910F

[Build Railway Stations](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2000 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy, trees

[tourist's solution](#)

1390.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,511 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[tourist's solution](#)

1391.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[tourist's solution](#)

1392.

1889C1

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

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[tourist's solution](#)

1393.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[tourist's solution](#)

1394.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[tourist's solution](#)

1395.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[tourist's solution](#)

1396.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[tourist's solution](#)

1397.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[tourist's solution](#)

1398.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[tourist's solution](#)

1399.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[tourist's solution](#)

1400.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tourist's solution](#)

1401.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[tourist's solution](#)

1402.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[tourist's solution](#)

1403.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[tourist's solution](#)

1404.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[tourist's solution](#)

1405.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[tourist's solution](#)

1406.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tourist's solution](#)

1407.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[tourist's solution](#)

1408.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[tourist's solution](#)

1409.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[tourist's solution](#)

1410.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tourist's solution](#)

1411.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[tourist's solution](#)

1412.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[tourist's solution](#)

1413.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[tourist's solution](#)

1414.

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

[tourist's solution](#)

1415.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[tourist's solution](#)

1416.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tourist's solution](#)

1417.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tourist's solution](#)

1418.

1431E

[Chess Match](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2000 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[tourist's solution](#)

1419.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[tourist's solution](#)

1420.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tourist's solution](#)

1421.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[tourist's solution](#)

1422.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

1423.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[tourist's solution](#)

1424.

1346F

[Dune II: Battle For Arrakis](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, math

[tourist's solution](#)

1425.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

1426.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[tourist's solution](#)

1427.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[tourist's solution](#)

1428.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[tourist's solution](#)

1429.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[tourist's solution](#)

1430.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[tourist's solution](#)

1431.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[tourist's solution](#)

1432.

1211E

[Double Permutation Inc.](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[tourist's solution](#)

1433.

1211D

[Teams](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 2000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, math

[tourist's solution](#)

1434.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[tourist's solution](#)

1435.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[tourist's solution](#)

1436.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: dp, trees

[tourist's solution](#)

1437.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[tourist's solution](#)

1438.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,580 global accepts · Rating: 2000 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: brute force, interactive, probabilities

[tourist's solution](#)

1439.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,214 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[tourist's solution](#)

1440.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tourist's solution](#)

1441.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[tourist's solution](#)

1442.

641E

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

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: data structures

[tourist's solution](#)

1443.

662D

[International Olympiad](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2000 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

1444.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, math

[tourist's solution](#)

1445.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[tourist's solution](#)

1446.

541C

[Idempotent functions](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-05-03 · Java 8 (first AC) · Tags: —

[tourist's solution](#)

1447.

532B

[Work Group](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

1448.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[tourist's solution](#)

1449.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,047 global accepts · Rating: 2000 · first AC: 2015-03-08 · Java 8 (first AC) · Tags: *special, data structures

[tourist's solution](#)

1450.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: bitmasks, probabilities

[tourist's solution](#)

1451.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, strings

[tourist's solution](#)

1452.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2014-12-01 · GNU C++ (first AC) · Tags: math

[tourist's solution](#)

1453.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: binary search, data structures, dp, sortings, trees

[tourist's solution](#)

1454.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: brute force, geometry

[tourist's solution](#)

1455.

466B

[Wonder Room](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 2000 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: brute force, math

[tourist's solution](#)

1456.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: brute force, geometry

[tourist's solution](#)

1457.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2014-04-18 · GNU C++ (first AC) · Tags: dfs and similar

[tourist's solution](#)

1458.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: games, greedy, sortings

[tourist's solution](#)

1459.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[tourist's solution](#)

1460.

367C

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

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: graphs, greedy, sortings
[tourist's solution](#)

1461.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
[tourist's solution](#)

1462.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: brute force, implementation
[tourist's solution](#)

1463.

308A

[Morning run](#) · [Tutorial](#)

Rating: 2000 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

1464.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2013-04-15 · GNU C++ (first AC) · Tags: brute force
[tourist's solution](#)

1465.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2013-04-14 · GNU C++ (first AC) · Tags: *special, dfs and similar, hashing, strings
[tourist's solution](#)

1466.

280A

[Rectangle Puzzle](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2000 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: geometry
[tourist's solution](#)

1467.

251C

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

Quality: 1,129 global accepts · Rating: 2000 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: dp, greedy, number theory
[tourist's solution](#)

1468.

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: graphs, sortings
[tourist's solution](#)

1469.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation

[tourist's solution](#)

1470.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · Delphi (first AC) · Tags: dp, math, probabilities

[tourist's solution](#)

1471.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

1472.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

1473.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2012-07-11 · Delphi (first AC) · Tags: math, probabilities

[tourist's solution](#)

1474.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,377 global accepts · Rating: 2000 · first AC: 2012-06-12 · Delphi (first AC) · Tags: dfs and similar, graphs

[tourist's solution](#)

1475.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2012-06-03 · Delphi (first AC) · Tags: brute force

[tourist's solution](#)

1476.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2012-04-08 · Delphi (first AC) · Tags: two pointers

[tourist's solution](#)

1477.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2000 · first AC: 2012-04-01 · Delphi (first AC) · Tags: *special, implementation

[tourist's solution](#)

1478.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2012-04-01 · Secret_171 (first AC) · Tags: *special

[tourist's solution](#)

1479.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2012-03-25 · Delphi (first AC) · Tags: binary search

[tourist's solution](#)

1480.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-02-29 · Delphi (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

1481.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · Delphi (first AC) · Tags: constructive algorithms, implementation

[tourist's solution](#)

1482.

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · Delphi (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

1483.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · Delphi (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

1484.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2011-10-14 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

1485.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2011-09-23 · Delphi (first AC) · Tags: dfs and similar, graphs

[tourist's solution](#)

1486.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2011-09-08 · Delphi (first AC) · Tags: brute force, data structures, hashing, strings

[tourist's solution](#)

1487.

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · Delphi (first AC) · Tags: constructive algorithms, sortings

[tourist's solution](#)

1488.

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-03 · Delphi (first AC) · Tags: implementation, math

[tourist's solution](#)

1489.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2011-06-07 · Delphi (first AC) · Tags: dp, games, math

[tourist's solution](#)

1490.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-05-06 · Delphi (first AC) · Tags: data structures, dfs and similar, sortings

[tourist's solution](#)

1491.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · Delphi (first AC) · Tags: dp

[tourist's solution](#)

1492.

73B

[Need For Brake](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2000 · first AC: 2011-04-10 · Delphi (first AC) · Tags: binary search, greedy, sortings
[tourist's solution](#)

1493.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · Delphi (first AC) · Tags: geometry
[tourist's solution](#)

1494.

45E

[Director](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2000 · first AC: 2010-11-13 · Delphi (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

1495.

44J

[Triminoes](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2000 · first AC: 2010-11-06 · Delphi (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

1496.

39A

[C*++ Calculations](#) · [Tutorial](#)

Quality: 794 global accepts · Rating: 2000 · first AC: 2010-10-24 · Delphi (first AC) · Tags: expression parsing, greedy
[tourist's solution](#)

1497.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2010-10-24 · Delphi (first AC) · Tags: dp, games
[tourist's solution](#)

1498.

33D

[Knights](#) · [Tutorial](#)

Quality: 1,561 global accepts · Rating: 2000 · first AC: 2010-10-07 · Delphi (first AC) · Tags: geometry, graphs, shortest paths, sortings
[tourist's solution](#)

1499.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2010-06-28 · Delphi (first AC) · Tags: implementation, math
[tourist's solution](#)

1500.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2010-06-28 · Delphi (first AC) · Tags: binary search, dp, sortings
[tourist's solution](#)

1501.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,837 global accepts · Rating: 2000 · first AC: 2010-05-29 · last AC: 2010-05-29 · Delphi (first AC) · Tags: games
[tourist's solution](#)

1502.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2010-05-06 · Delphi (first AC) · Tags: geometry, implementation

[tourist's solution](#)

1503.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2000 · first AC: 2010-04-15 · last AC: 2010-04-15 · Delphi (first AC) · Tags: number theory

[tourist's solution](#)

1504.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2010-04-08 · Delphi (first AC) · Tags: bitmasks, dp

[tourist's solution](#)

1505.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,946 global accepts · Rating: 2000 · first AC: 2010-02-25 · Delphi (first AC) · Tags: dp, math

[tourist's solution](#)

1506.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,661 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

1507.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,851 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[tourist's solution](#)

1508.

2183D2

[Tree Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[tourist's solution](#)

1509.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tourist's solution](#)

1510.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[tourist's solution](#)

1511.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[tourist's solution](#)

1512.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, dp, greedy

[tourist's solution](#)

1513.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[tourist's solution](#)

1514.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[tourist's solution](#)

1515.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

1516.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[tourist's solution](#)

1517.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[tourist's solution](#)

1518.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[tourist's solution](#)

1519.

2044H

[Hard Demon Problem](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[tourist's solution](#)

1520.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[tourist's solution](#)

1521.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[tourist's solution](#)

1522.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[tourist's solution](#)

1523.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[tourist's solution](#)

1524.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[tourist's solution](#)

1525.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[tourist's solution](#)

1526.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[tourist's solution](#)

1527.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tourist's solution](#)

1528.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[tourist's solution](#)

1529.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[tourist's solution](#)

1530.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[tourist's solution](#)

1531.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[tourist's solution](#)

1532.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 2100 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, dp

[tourist's solution](#)

1533.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[tourist's solution](#)

1534.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers
[tourist's solution](#)

1535.

1832D1

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math
[tourist's solution](#)

1536.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings
[tourist's solution](#)

1537.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[tourist's solution](#)

1538.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
[tourist's solution](#)

1539.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[tourist's solution](#)

1540.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[tourist's solution](#)

1541.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
[tourist's solution](#)

1542.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[tourist's solution](#)

1543.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[tourist's solution](#)

1544.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[tourist's solution](#)

1545.

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

[tourist's solution](#)

1546.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[tourist's solution](#)

1547.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[tourist's solution](#)

1548.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[tourist's solution](#)

1549.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[tourist's solution](#)

1550.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[tourist's solution](#)

1551.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

1552.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[tourist's solution](#)

1553.

1431G

[Number Deletion Game](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp, games, greedy
[tourist's solution](#)

1554.

1431F

[Neural Network Problem](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 2100 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy
[tourist's solution](#)

1555.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search
[tourist's solution](#)

1556.

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[tourist's solution](#)

1557.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[tourist's solution](#)

1558.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[tourist's solution](#)

1559.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[tourist's solution](#)

1560.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[tourist's solution](#)

1561.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory
[tourist's solution](#)

1562.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry
[tourist's solution](#)

1563.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2018-10-17 · last AC: 2018-10-17 · GNU C++11 (first AC) · Tags: data structures, strings
[tourist's solution](#)

1564.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-16 · last AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees
[tourist's solution](#)

1565.

847F

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

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: greedy, sortings
[tourist's solution](#)

1566.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees
[tourist's solution](#)

1567.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths
[tourist's solution](#)

1568.

852C

[Property](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2100 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: greedy, sortings
[tourist's solution](#)

1569.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[tourist's solution](#)

1570.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: brute force, dp, meet-in-the-middle
[tourist's solution](#)

1571.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory
[tourist's solution](#)

1572.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings
[tourist's solution](#)

1573.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees
[tourist's solution](#)

1574.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dp, greedy
[tourist's solution](#)

1575.

549H

[Degenerate Matrix](#) · [Tutorial](#)

Quality: 2,092 global accepts · Rating: 2100 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: binary search, math
[tourist's solution](#)

1576.

541F

[Quest](#) · [Tutorial](#)

Rating: 2100 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —
[tourist's solution](#)

1577.

524D

[Social Network](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 2100 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: greedy, two pointers
[tourist's solution](#)

1578.

522C

[Chicken or Fish?](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2100 · first AC: 2015-03-08 · GNU C++0x (first AC) · Tags: greedy
[tourist's solution](#)

1579.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[tourist's solution](#)

1580.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,592 global accepts · Rating: 2100 · first AC: 2014-10-06 · GNU C++ (first AC) · Tags: data structures, math, number theory
[tourist's solution](#)

1581.

466E

[Information Graph](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, trees
[tourist's solution](#)

1582.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2014-09-12 · GNU C++ (first AC) · Tags: combinatorics, dp
[tourist's solution](#)

1583.

464C

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

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp
[tourist's solution](#)

1584.

458C

[Elections](#) · [Tutorial](#)

Rating: 2100 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: data structures, ternary search
[tourist's solution](#)

1585.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,465 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[tourist's solution](#)

1586.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: combinatorics, math, probabilities
[tourist's solution](#)

1587.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: data structures, dp, math
[tourist's solution](#)

1588.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation
[tourist's solution](#)

1589.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees
[tourist's solution](#)

1590.

335C

[More Reclamation](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2100 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: games
[tourist's solution](#)

1591.

308B

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

Rating: 2100 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

1592.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: constructive algorithms, flows, graphs, greedy
[tourist's solution](#)

1593.

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees
[tourist's solution](#)

1594.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, trees
[tourist's solution](#)

1595.

225E

[Unsolvable](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: math, number theory

[tourist's solution](#)

1596.

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · Delphi (first AC) · Tags: brute force, math

[tourist's solution](#)

1597.

211C

[Cowboys](#) · [Tutorial](#)

Rating: 2100 · first AC: 2012-07-15 · Delphi (first AC) · Tags: combinatorics

[tourist's solution](#)

1598.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2012-07-14 · Delphi (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

1599.

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · Delphi (first AC) · Tags: sortings, two pointers

[tourist's solution](#)

1600.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2012-03-16 · Delphi (first AC) · Tags: data structures, dsu, trees

[tourist's solution](#)

1601.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-22 · FPC (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

1602.

128B

[String](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2011-11-15 · Delphi (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[tourist's solution](#)

1603.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2011-09-03 · Delphi (first AC) · Tags: bitmasks, dp, dsu

[tourist's solution](#)

1604.

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2011-04-19 · Delphi (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[tourist's solution](#)

1605.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2011-04-15 · Delphi (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[tourist's solution](#)

1606.

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2011-04-12 · Delphi (first AC) · Tags: greedy, two pointers

[tourist's solution](#)

1607.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · Delphi (first AC) · Tags: brute force, dfs and similar

[tourist's solution](#)

1608.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · Delphi (first AC) · Tags: binary search, dp, probabilities

[tourist's solution](#)

1609.

45H

[Road Problem](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2100 · first AC: 2010-11-13 · Delphi (first AC) · Tags: graphs

[tourist's solution](#)

1610.

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2010-10-30 · Delphi (first AC) · Tags: dp, games, strings

[tourist's solution](#)

1611.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2010-10-24 · Delphi (first AC) · Tags: dp, sortings

[tourist's solution](#)

1612.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[tourist's solution](#)

1613.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees

[tourist's solution](#)

1614.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[tourist's solution](#)

1615.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[tourist's solution](#)

1616.

2141F

[Array Reduction](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[tourist's solution](#)

1617.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[tourist's solution](#)

1618.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[tourist's solution](#)

1619.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[tourist's solution](#)

1620.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[tourist's solution](#)

1621.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[tourist's solution](#)

1622.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[tourist's solution](#)

1623.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[tourist's solution](#)

1624.

2000H

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

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[tourist's solution](#)

1625.

1991F

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

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[tourist's solution](#)

1626.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[tourist's solution](#)

1627.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[tourist's solution](#)

1628.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

1629.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,244 global accepts · Rating: 2200 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tourist's solution](#)

1630.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[tourist's solution](#)

1631.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[tourist's solution](#)

1632.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[tourist's solution](#)

1633.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tourist's solution](#)

1634.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tourist's solution](#)

1635.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[tourist's solution](#)

1636.

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[tourist's solution](#)

1637.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[tourist's solution](#)

1638.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[tourist's solution](#)

1639.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp
[tourist's solution](#)

1640.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[tourist's solution](#)

1641.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
[tourist's solution](#)

1642.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory
[tourist's solution](#)

1643.

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[tourist's solution](#)

1644.

1737D

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

Quality: 2,102 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[tourist's solution](#)

1645.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
[tourist's solution](#)

1646.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees
[tourist's solution](#)

1647.

1641C

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

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[tourist's solution](#)

1648.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[tourist's solution](#)

1649.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[tourist's solution](#)

1650.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[tourist's solution](#)

1651.

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

[tourist's solution](#)

1652.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-01 · Kotlin 1.4 (first AC) · Tags: dp

[tourist's solution](#)

1653.

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

[tourist's solution](#)

1654.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

1655.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[tourist's solution](#)

1656.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

1657.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[tourist's solution](#)

1658.

1505I

[Mysterious language again, seriously?](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2200 · first AC: 2021-04-01 · Secret 2021 (first AC) · Tags: *special

[tourist's solution](#)

1659.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, math

[tourist's solution](#)

1660.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[tourist's solution](#)

1661.

1488E

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

Quality: 231 global accepts · Rating: 2200 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, dp

[tourist's solution](#)

1662.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[tourist's solution](#)

1663.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[tourist's solution](#)

1664.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[tourist's solution](#)

1665.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[tourist's solution](#)

1666.

1407D

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

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[tourist's solution](#)

1667.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[tourist's solution](#)

1668.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[tourist's solution](#)

1669.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[tourist's solution](#)

1670.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

1671.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[tourist's solution](#)

1672.

1261D1

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

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

1673.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[tourist's solution](#)

1674.

1212H

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

Rating: 2200 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, dp, trees

[tourist's solution](#)

1675.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[tourist's solution](#)

1676.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[tourist's solution](#)

1677.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[tourist's solution](#)

1678.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,171 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[tourist's solution](#)

1679.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-18 · last AC: 2018-10-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy
[tourist's solution](#)

1680.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2018-10-17 · last AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[tourist's solution](#)

1681.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: graphs
[tourist's solution](#)

1682.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp
[tourist's solution](#)

1683.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math
[tourist's solution](#)

1684.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy
[tourist's solution](#)

1685.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[tourist's solution](#)

1686.

852F

[Product transformation](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: combinatorics, math, number theory
[tourist's solution](#)

1687.

756C

[Nikita and stack](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2200 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[tourist's solution](#)

1688.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: bitmasks, dp
[tourist's solution](#)

1689.

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,657 global accepts · Rating: 2200 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[tourist's solution](#)

1690.

639C

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

Quality: 1,254 global accepts · Rating: 2200 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: hashing, implementation, math
[tourist's solution](#)

1691.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[tourist's solution](#)

1692.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[tourist's solution](#)

1693.

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy
[tourist's solution](#)

1694.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: binary search, two pointers
[tourist's solution](#)

1695.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[tourist's solution](#)

1696.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths
[tourist's solution](#)

1697.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: games
[tourist's solution](#)

1698.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[tourist's solution](#)

1699.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings
[tourist's solution](#)

1700.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2015-01-23 · GNU C++0x (first AC) · Tags: dp, implementation
[tourist's solution](#)

1701.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: bitmasks, dp, games
[tourist's solution](#)

1702.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: brute force, dp, number theory
[tourist's solution](#)

1703.

316F3

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[tourist's solution](#)

1704.

316F1

[Suns and Rays](#) · [Tutorial](#)

Quality: 197 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[tourist's solution](#)

1705.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: string suffix structures
[tourist's solution](#)

1706.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: flows
[tourist's solution](#)

1707.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2013-03-10 · GNU C++ (first AC) · Tags: implementation, math, probabilities, trees
[tourist's solution](#)

1708.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2012-11-16 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[tourist's solution](#)

1709.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2012-09-19 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation

[tourist's solution](#)

1710.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2200 · first AC: 2012-06-12 · Delphi (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[tourist's solution](#)

1711.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2012-03-16 · Delphi (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[tourist's solution](#)

1712.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-02-17 · Delphi (first AC) · Tags: data structures, math, probabilities

[tourist's solution](#)

1713.

120I

[Luck is in Numbers](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2200 · first AC: 2011-10-18 · Delphi (first AC) · Tags: greedy

[tourist's solution](#)

1714.

115C

[Plumber](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: 2200 · first AC: 2011-09-15 · Delphi (first AC) · Tags: math

[tourist's solution](#)

1715.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2011-09-08 · Delphi (first AC) · Tags: brute force, math, number theory

[tourist's solution](#)

1716.

105C

[Item World](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2200 · first AC: 2011-08-13 · Delphi (first AC) · Tags: brute force, implementation, sortings

[tourist's solution](#)

1717.

86B

[Tetris revisited](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2200 · first AC: 2011-05-22 · Delphi (first AC) · Tags: constructive algorithms, graph matchings, greedy, math

[tourist's solution](#)

1718.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2011-05-22 · Delphi (first AC) · Tags: data structures, implementation, math, two pointers

[tourist's solution](#)

1719.

85C

[Petya and Tree](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2200 · first AC: 2011-05-20 · Delphi (first AC) · Tags: binary search, dfs and similar, probabilities, sortings, trees

[tourist's solution](#)**1720.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,261 global accepts · Rating: 2200 · first AC: 2011-04-12 · Delphi (first AC) · Tags: dsu, graphs, sortings, trees

[tourist's solution](#)**1721.**

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2011-04-10 · Delphi (first AC) · Tags: dfs and similar, graphs, greedy

[tourist's solution](#)**1722.**

51D

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

Quality: 563 global accepts · Rating: 2200 · first AC: 2010-12-28 · Delphi (first AC) · Tags: implementation

[tourist's solution](#)**1723.**

42C

[Safe cracking](#) · [Tutorial](#)

Quality: 567 global accepts · Rating: 2200 · first AC: 2010-11-18 · Delphi (first AC) · Tags: brute force, constructive algorithms

[tourist's solution](#)**1724.**

45B

[School](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2200 · first AC: 2010-11-13 · last AC: 2010-11-13 · Delphi (first AC) · Tags: dp, dsu

[tourist's solution](#)**1725.**

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2010-11-13 · Delphi (first AC) · Tags: number theory

[tourist's solution](#)**1726.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2010-09-17 · Delphi (first AC) · Tags: combinatorics, dp, probabilities

[tourist's solution](#)**1727.**

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2010-06-24 · Delphi (first AC) · Tags: greedy, hashing, string suffix structures

[tourist's solution](#)**1728.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2010-05-06 · Delphi (first AC) · Tags: dp, sortings

[tourist's solution](#)**1729.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[tourist's solution](#)

1730.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[tourist's solution](#)

1731.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[tourist's solution](#)

1732.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · last AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[tourist's solution](#)

1733.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[tourist's solution](#)

1734.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

1735.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[tourist's solution](#)

1736.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[tourist's solution](#)

1737.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[tourist's solution](#)

1738.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[tourist's solution](#)

1739.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[tourist's solution](#)

1740.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[tourist's solution](#)

1741.

2021E1

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

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[tourist's solution](#)

1742.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[tourist's solution](#)

1743.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[tourist's solution](#)

1744.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees
[tourist's solution](#)

1745.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[tourist's solution](#)

1746.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[tourist's solution](#)

1747.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math
[tourist's solution](#)

1748.

1989E

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

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[tourist's solution](#)

1749.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

greedy

[tourist's solution](#)

1750.

1982E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[tourist's solution](#)

1751.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[tourist's solution](#)

1752.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[tourist's solution](#)

1753.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[tourist's solution](#)

1754.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,519 global accepts · Rating: 2300 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[tourist's solution](#)

1755.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[tourist's solution](#)

1756.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[tourist's solution](#)

1757.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tourist's solution](#)

1758.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tourist's solution](#)

1759.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory,

shortest paths

[tourist's solution](#)

1760.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tourist's solution](#)

1761.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[tourist's solution](#)

1762.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[tourist's solution](#)

1763.

1870E

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

Quality: 2,960 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[tourist's solution](#)

1764.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[tourist's solution](#)

1765.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[tourist's solution](#)

1766.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tourist's solution](#)

1767.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[tourist's solution](#)

1768.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[tourist's solution](#)

1769.

1712E1

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

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[tourist's solution](#)

1770.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[tourist's solution](#)

1771.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[tourist's solution](#)

1772.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[tourist's solution](#)

1773.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[tourist's solution](#)

1774.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[tourist's solution](#)

1775.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[tourist's solution](#)

1776.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[tourist's solution](#)

1777.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[tourist's solution](#)

1778.

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

[tourist's solution](#)

1779.

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

[tourist's solution](#)

1780.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[tourist's solution](#)

1781.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[tourist's solution](#)

1782.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[tourist's solution](#)

1783.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[tourist's solution](#)

1784.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[tourist's solution](#)

1785.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[tourist's solution](#)

1786.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[tourist's solution](#)

1787.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tourist's solution](#)

1788.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[tourist's solution](#)

1789.

1488F

[Dogecoin](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 2300 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures
[tourist's solution](#)

1790.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation
[tourist's solution](#)

1791.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[tourist's solution](#)

1792.

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[tourist's solution](#)

1793.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings
[tourist's solution](#)

1794.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[tourist's solution](#)

1795.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[tourist's solution](#)

1796.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[tourist's solution](#)

1797.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[tourist's solution](#)

1798.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory
[tourist's solution](#)

1799.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2020-02-23 · last AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, probabilities

[tourist's solution](#)

1800.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[tourist's solution](#)

1801.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[tourist's solution](#)

1802.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[tourist's solution](#)

1803.

1211F

[kotlinkotlinkotlinkotlin...](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs, implementation, strings

[tourist's solution](#)

1804.

1212G

[Hiking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, dp

[tourist's solution](#)

1805.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tourist's solution](#)

1806.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[tourist's solution](#)

1807.

892E

[Envy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-10-17 · last AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[tourist's solution](#)

1808.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[tourist's solution](#)

1809.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dp, math, probabilities, sortings
[tourist's solution](#)

1810.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2015-07-31 · GNU C++11 (first AC) · Tags: dfs and similar, strings, trees
[tourist's solution](#)

1811.

549B

[Lookserly Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[tourist's solution](#)

1812.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: flows, graph matchings
[tourist's solution](#)

1813.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: data structures, dp, dsu
[tourist's solution](#)

1814.

317D

[Game with Powers](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: 2300 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: dp, games
[tourist's solution](#)

1815.

316F2

[Suns and Rays](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-12 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

1816.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math
[tourist's solution](#)

1817.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: data structures, math
[tourist's solution](#)

1818.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: flows, graph matchings
[tourist's solution](#)

1819.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dp
[tourist's solution](#)

1820.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dp
[tourist's solution](#)

1821.

241F

[Race](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: brute force, implementation
[tourist's solution](#)

1822.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2012-07-30 · Delphi (first AC) · Tags: constructive algorithms, geometry
[tourist's solution](#)

1823.

211B

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

Rating: 2300 · first AC: 2012-07-15 · Delphi (first AC) · Tags: —
[tourist's solution](#)

1824.

180B

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

Quality: 465 global accepts · Rating: 2300 · first AC: 2012-04-22 · Delphi (first AC) · Tags: math, number theory
[tourist's solution](#)

1825.

167C

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

Quality: 740 global accepts · Rating: 2300 · first AC: 2012-03-27 · Delphi (first AC) · Tags: games, math
[tourist's solution](#)

1826.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-24 · Delphi (first AC) · Tags: graphs, hashing, sortings
[tourist's solution](#)

1827.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2012-01-12 · Delphi (first AC) · Tags: brute force, dp
[tourist's solution](#)

1828.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2011-11-09 · Delphi (first AC) · Tags: dp, math
[tourist's solution](#)

1829.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2011-11-03 · Delphi (first AC) · Tags: combinatorics, dp, greedy
[tourist's solution](#)

1830.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2011-11-03 · Delphi (first AC) · Tags: string suffix structures
[tourist's solution](#)

1831.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2011-09-03 · last AC: 2011-09-04 · Delphi (first AC) · Tags: combinatorics, dp
[tourist's solution](#)

1832.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2011-08-03 · Delphi (first AC) · Tags: dp, greedy, probabilities, sortings, trees
[tourist's solution](#)

1833.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2011-07-15 · Delphi (first AC) · Tags: constructive algorithms, divide and conquer
[tourist's solution](#)

1834.

89B

[Widget Library](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2300 · first AC: 2011-06-16 · Delphi (first AC) · Tags: dp, expression parsing, graphs, implementation
[tourist's solution](#)

1835.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-16 · Delphi (first AC) · Tags: brute force, data structures, implementation
[tourist's solution](#)

1836.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2011-06-07 · Delphi (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees
[tourist's solution](#)

1837.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · Delphi (first AC) · Tags: binary search, brute force, data structures, implementation
[tourist's solution](#)

1838.

77D

[Domino Carpet](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2011-04-19 · Delphi (first AC) · Tags: dp, implementation
[tourist's solution](#)

1839.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2011-04-12 · Delphi (first AC) · Tags: binary search, data structures, dp
[tourist's solution](#)

1840.

62C

[Inquisition](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2300 · first AC: 2011-02-25 · Delphi (first AC) · Tags: geometry, implementation, sortings
[tourist's solution](#)

1841.

62D

[Wormhouse](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2300 · first AC: 2011-02-25 · Delphi (first AC) · Tags: dfs and similar, graphs

[tourist's solution](#)

1842.

50E

[Square Equation Roots](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2010-12-20 · Delphi (first AC) · Tags: math

[tourist's solution](#)

1843.

46F

[Hercule Poirot Problem](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 2300 · first AC: 2010-12-05 · Delphi (first AC) · Tags: dsu, graphs

[tourist's solution](#)

1844.

42D

[Strange town](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 2300 · first AC: 2010-11-18 · Delphi (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

1845.

44I

[Toys](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 2300 · first AC: 2010-11-06 · Delphi (first AC) · Tags: brute force, combinatorics

[tourist's solution](#)

1846.

40C

[Berland Square](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 2300 · first AC: 2010-11-05 · Delphi (first AC) · Tags: implementation, math

[tourist's solution](#)

1847.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2010-10-30 · Delphi (first AC) · Tags: data structures

[tourist's solution](#)

1848.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2010-10-25 · Delphi (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

1849.

24E

[Berland collider](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2300 · first AC: 2010-07-26 · Delphi (first AC) · Tags: binary search

[tourist's solution](#)

1850.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[tourist's solution](#)

1851.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[tourist's solution](#)

1852.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[tourist's solution](#)

1853.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[tourist's solution](#)

1854.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[tourist's solution](#)

1855.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[tourist's solution](#)

1856.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tourist's solution](#)

1857.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[tourist's solution](#)

1858.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[tourist's solution](#)

1859.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[tourist's solution](#)

1860.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

1861.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[tourist's solution](#)

1862.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[tourist's solution](#)

1863.

445E

[DZY Loves Colors](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tourist's solution](#)

1864.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[tourist's solution](#)

1865.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[tourist's solution](#)

1866.

1958G

[Observation Towers](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: 2400 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special

[tourist's solution](#)

1867.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[tourist's solution](#)

1868.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[tourist's solution](#)

1869.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[tourist's solution](#)

1870.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tourist's solution](#)

1871.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tourist's solution](#)

1872.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[tourist's solution](#)

1873.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[tourist's solution](#)

1874.

1930E

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

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

1875.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[tourist's solution](#)

1876.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[tourist's solution](#)

1877.

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures

[tourist's solution](#)

1878.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[tourist's solution](#)

1879.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[tourist's solution](#)

1880.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[tourist's solution](#)

1881.

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[tourist's solution](#)

1882.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[tourist's solution](#)

1883.

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[tourist's solution](#)

1884.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[tourist's solution](#)

1885.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[tourist's solution](#)

1886.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[tourist's solution](#)

1887.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[tourist's solution](#)

1888.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[tourist's solution](#)

1889.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[tourist's solution](#)

1890.

1774F1

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[tourist's solution](#)

1891.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[tourist's solution](#)

1892.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide

and conquer, dp, greedy, strings

[tourist's solution](#)

1893.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[tourist's solution](#)

1894.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[tourist's solution](#)

1895.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[tourist's solution](#)

1896.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[tourist's solution](#)

1897.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[tourist's solution](#)

1898.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[tourist's solution](#)

1899.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

1900.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[tourist's solution](#)

1901.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[tourist's solution](#)

1902.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[tourist's solution](#)

1903.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[tourist's solution](#)

1904.

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

[tourist's solution](#)

1905.

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

[tourist's solution](#)

1906.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[tourist's solution](#)

1907.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

1908.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[tourist's solution](#)

1909.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[tourist's solution](#)

1910.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

1911.

1441B

[Graph Transpositions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[tourist's solution](#)

1912.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · last AC: 2020-10-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[tourist's solution](#)

1913.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[tourist's solution](#)

1914.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[tourist's solution](#)

1915.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[tourist's solution](#)

1916.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[tourist's solution](#)

1917.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tourist's solution](#)

1918.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[tourist's solution](#)

1919.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · last AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[tourist's solution](#)

1920.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[tourist's solution](#)

1921.

1261D2

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

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[tourist's solution](#)

1922.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and

conquer, implementation

[tourist's solution](#)

1923.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[tourist's solution](#)

1924.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[tourist's solution](#)

1925.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[tourist's solution](#)

1926.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · last AC: 2017-10-05 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers

[tourist's solution](#)

1927.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, probabilities

[tourist's solution](#)

1928.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[tourist's solution](#)

1929.

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[tourist's solution](#)

1930.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · last AC: 2017-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[tourist's solution](#)

1931.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[tourist's solution](#)

1932.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2016-12-17 · last AC: 2016-12-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[tourist's solution](#)

1933.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: flows

[tourist's solution](#)

1934.

717H

[Pokémon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: math, probabilities

[tourist's solution](#)

1935.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2016-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[tourist's solution](#)

1936.

695A

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[tourist's solution](#)

1937.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp

[tourist's solution](#)

1938.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: dp, implementation, math, probabilities

[tourist's solution](#)

1939.

662A

[Gambling Nim](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: bitmasks, math, matrices, probabilities

[tourist's solution](#)

1940.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, two pointers

[tourist's solution](#)

1941.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[tourist's solution](#)

1942.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[tourist's solution](#)

1943.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: dp

[tourist's solution](#)

1944.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[tourist's solution](#)

1945.

541A

[Place Your Ad Here](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

1946.

532F

[Encoding](#) · [Tutorial](#)

Rating: 2400 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

1947.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[tourist's solution](#)

1948.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[tourist's solution](#)

1949.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp, probabilities

[tourist's solution](#)

1950.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · last AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[tourist's solution](#)

1951.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++ (first AC) · Tags: data structures, dsu, string suffix structures, strings

[tourist's solution](#)

1952.

418C

[Square Table](#) · [Tutorial](#)

Rating: 2400 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[tourist's solution](#)

1953.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: data structures

[tourist's solution](#)

1954.

367D

[Sereja and Sets](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2400 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar
[tourist's solution](#)

1955.

335D

[Rectangles and Square](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2400 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: brute force, dp
[tourist's solution](#)

1956.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms
[tourist's solution](#)

1957.

331D1

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dfs and similar, implementation
[tourist's solution](#)

1958.

331C2

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2400 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp
[tourist's solution](#)

1959.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dp, math
[tourist's solution](#)

1960.

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, math, number theory
[tourist's solution](#)

1961.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms
[tourist's solution](#)

1962.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: dp
[tourist's solution](#)

1963.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2012-07-14 · Delphi (first AC) · Tags: constructive algorithms, dsu, graphs, greedy
[tourist's solution](#)

1964.

204D

[Little Elephant and Retro Strings](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2400 · first AC: 2012-07-11 · Delphi (first AC) · Tags: dp
[tourist's solution](#)

1965.

198C

[Delivering Carcinogen](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 2400 · first AC: 2012-06-22 · Delphi (first AC) · Tags: binary search, geometry

[tourist's solution](#)

1966.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2012-06-22 · Delphi (first AC) · Tags: binary search, data structures, sortings

[tourist's solution](#)

1967.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2400 · first AC: 2012-06-03 · Delphi (first AC) · Tags: constructive algorithms, greedy, math, matrices

[tourist's solution](#)

1968.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2400 · first AC: 2012-04-14 · Delphi (first AC) · Tags: brute force, dp, math, probabilities

[tourist's solution](#)

1969.

161C

[Abracadabra](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2012-03-11 · Delphi (first AC) · Tags: divide and conquer

[tourist's solution](#)

1970.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2012-02-24 · Delphi (first AC) · Tags: games, math

[tourist's solution](#)

1971.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2400 · first AC: 2012-01-22 · Delphi (first AC) · Tags: data structures

[tourist's solution](#)

1972.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2011-10-27 · Delphi (first AC) · Tags: data structures

[tourist's solution](#)

1973.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2011-09-15 · Delphi (first AC) · Tags: data structures, dp

[tourist's solution](#)

1974.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2011-08-23 · Delphi (first AC) · Tags: bitmasks, dp

[tourist's solution](#)

1975.

107D

[Crime Management](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2011-08-23 · Delphi (first AC) · Tags: dp, graphs, matrices

[tourist's solution](#)

1976.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2011-07-15 · Delphi (first AC) · Tags: brute force, implementation

[tourist's solution](#)

1977.

97C

[Winning Strategy](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2400 · first AC: 2011-07-15 · Delphi (first AC) · Tags: binary search, graphs, math, shortest paths
[tourist's solution](#)

1978.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2011-05-13 · Delphi (first AC) · Tags: dp, math, number theory
[tourist's solution](#)

1979.

83C

[Track](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2400 · first AC: 2011-05-13 · Delphi (first AC) · Tags: graphs, greedy, shortest paths
[tourist's solution](#)

1980.

74D

[Hanger](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2400 · first AC: 2011-04-15 · GNU C++ (first AC) · Tags: data structures
[tourist's solution](#)

1981.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2011-04-10 · Delphi (first AC) · Tags: math, number theory
[tourist's solution](#)

1982.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2400 · first AC: 2010-12-28 · Delphi (first AC) · Tags: combinatorics, graphs, matrices
[tourist's solution](#)

1983.

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2010-10-30 · Delphi (first AC) · Tags: dp
[tourist's solution](#)

1984.

39G

[Inverse Function](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2400 · first AC: 2010-10-24 · Delphi (first AC) · Tags: implementation
[tourist's solution](#)

1985.

21D

[Traveling Graph](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 2400 · first AC: 2010-06-28 · Delphi (first AC) · Tags: bitmasks, graph matchings, graphs
[tourist's solution](#)

1986.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees
[tourist's solution](#)

1987.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[tourist's solution](#)

1988.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[tourist's solution](#)

1989.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[tourist's solution](#)

1990.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[tourist's solution](#)

1991.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[tourist's solution](#)

1992.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[tourist's solution](#)

1993.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[tourist's solution](#)

1994.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[tourist's solution](#)

1995.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[tourist's solution](#)

1996.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[tourist's solution](#)

1997.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[tourist's solution](#)

1998.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[tourist's solution](#)

1999.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[tourist's solution](#)

2000.

2021E2

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

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[tourist's solution](#)

2001.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[tourist's solution](#)

2002.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[tourist's solution](#)

2003.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · last AC: 2024-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tourist's solution](#)

2004.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[tourist's solution](#)

2005.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tourist's solution](#)

2006.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tourist's solution](#)

2007.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-06-17 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[tourist's solution](#)

2008.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-06-17 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[tourist's solution](#)

2009.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[tourist's solution](#)

2010.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[tourist's solution](#)

2011.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[tourist's solution](#)

2012.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tourist's solution](#)

2013.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

2014.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[tourist's solution](#)

2015.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[tourist's solution](#)

2016.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tourist's solution](#)

2017.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[tourist's solution](#)

2018.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[tourist's solution](#)

2019.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[tourist's solution](#)

2020.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[tourist's solution](#)

2021.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[tourist's solution](#)

2022.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tourist's solution](#)

2023.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[tourist's solution](#)

2024.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[tourist's solution](#)

2025.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[tourist's solution](#)

2026.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[tourist's solution](#)

2027.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[tourist's solution](#)

2028.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[tourist's solution](#)

2029.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tourist's solution](#)

2030.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[tourist's solution](#)

2031.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[tourist's solution](#)

2032.

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

[tourist's solution](#)

2033.

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

[tourist's solution](#)

2034.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[tourist's solution](#)

2035.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[tourist's solution](#)

2036.

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 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[tourist's solution](#)

2037.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[tourist's solution](#)

2038.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[tourist's solution](#)

2039.

1505H

[L BREAK into program](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2500 · first AC: 2021-04-01 · Python 3 (first AC) · Tags: *special

[tourist's solution](#)

2040.

1488G

[Painting Numbers](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 2500 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, number theory

[tourist's solution](#)

2041.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[tourist's solution](#)

2042.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[tourist's solution](#)

2043.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[tourist's solution](#)

2044.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[tourist's solution](#)

2045.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[tourist's solution](#)

2046.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[tourist's solution](#)

2047.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[tourist's solution](#)

2048.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[tourist's solution](#)

2049.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[tourist's solution](#)

2050.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[tourist's solution](#)

2051.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[tourist's solution](#)

2052.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
[tourist's solution](#)

2053.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[tourist's solution](#)

2054.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[tourist's solution](#)

2055.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[tourist's solution](#)

2056.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[tourist's solution](#)

2057.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[tourist's solution](#)

2058.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[tourist's solution](#)

2059.

1211G

[King's Path](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2500 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, math, trees
[tourist's solution](#)

2060.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[tourist's solution](#)

2061.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[tourist's solution](#)

2062.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[tourist's solution](#)

2063.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[tourist's solution](#)

2064.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[tourist's solution](#)

2065.

1037F

[Maximum Reduction](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math
[tourist's solution](#)

2066.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[tourist's solution](#)

2067.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tourist's solution](#)

2068.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graph matchings, greedy
[tourist's solution](#)

2069.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2017-11-11 · last AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[tourist's solution](#)

2070.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: trees
[tourist's solution](#)

2071.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[tourist's solution](#)

2072.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-12 · last AC: 2017-05-12 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers
[tourist's solution](#)

2073.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory
[tourist's solution](#)

2074.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: math, number theory
[tourist's solution](#)

2075.

687D

[Dividing Kingdom II](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2500 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, graphs, sortings
[tourist's solution](#)

2076.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[tourist's solution](#)

2077.

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: binary search, implementation
[tourist's solution](#)

2078.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: hashing, strings

[tourist's solution](#)

2079.

596E

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

Quality: 425 global accepts · Rating: 2500 · first AC: 2015-11-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, strings

[tourist's solution](#)

2080.

562E

[Max and Min](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-07-26 · Java 8 (first AC) · Tags: —

[tourist's solution](#)

2081.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, greedy

[tourist's solution](#)

2082.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: brute force, combinatorics, implementation, math

[tourist's solution](#)

2083.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: geometry, schedules, sortings

[tourist's solution](#)

2084.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: constructive algorithms

[tourist's solution](#)

2085.

331C3

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2500 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

2086.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: constructive algorithms

[tourist's solution](#)

2087.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2012-12-27 · GNU C++ (first AC) · Tags: binary search, brute force, data structures

[tourist's solution](#)

2088.

211D

[Cutting a Fence](#) · [Tutorial](#)

Rating: 2500 · first AC: 2012-07-15 · Delphi (first AC) · Tags: —

[tourist's solution](#)

2089.

173D

[Deputies](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 2500 · first AC: 2012-04-06 · Delphi (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[tourist's solution](#)

2090.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-11 · Delphi (first AC) · Tags: brute force, dp

[tourist's solution](#)

2091.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2012-02-29 · Delphi (first AC) · Tags: combinatorics, graphs

[tourist's solution](#)

2092.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2011-11-03 · Delphi (first AC) · Tags: dfs and similar, dp, probabilities, trees

[tourist's solution](#)

2093.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2011-10-27 · Delphi (first AC) · Tags: binary search, implementation, two pointers

[tourist's solution](#)

2094.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2011-10-14 · Delphi (first AC) · Tags: hashing, strings

[tourist's solution](#)

2095.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-23 · FPC (first AC) · Tags: divide and conquer, math

[tourist's solution](#)

2096.

101E

[Candies and Stones](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2011-08-03 · Delphi (first AC) · Tags: divide and conquer, dp

[tourist's solution](#)

2097.

89D

[Space mines](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2500 · first AC: 2011-06-16 · Delphi (first AC) · Tags: geometry

[tourist's solution](#)

2098.

86C

[Genetic engineering](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2500 · first AC: 2011-05-22 · Delphi (first AC) · Tags: dp, string suffix structures, trees

[tourist's solution](#)

2099.

67E

[Save the City!](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2500 · first AC: 2011-03-13 · Delphi (first AC) · Tags: geometry

[tourist's solution](#)

2100.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2011-02-19 · Delphi (first AC) · Tags: brute force, dsu, math
[tourist's solution](#)

2101.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2011-01-25 · Delphi (first AC) · Tags: dp, math
[tourist's solution](#)

2102.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2010-12-05 · Delphi (first AC) · Tags: geometry
[tourist's solution](#)

2103.

45F

[Goats and Wolves](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2500 · first AC: 2010-11-13 · last AC: 2010-11-23 · Delphi (first AC) · Tags: greedy
[tourist's solution](#)

2104.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2010-11-06 · Delphi (first AC) · Tags: data structures, implementation
[tourist's solution](#)

2105.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2010-11-05 · last AC: 2010-12-30 · Delphi (first AC) · Tags: combinatorics
[tourist's solution](#)

2106.

39I

[Tram](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2500 · first AC: 2010-10-24 · Delphi (first AC) · Tags: —
[tourist's solution](#)

2107.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2010-07-09 · Delphi (first AC) · Tags: dp
[tourist's solution](#)

2108.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2010-05-29 · Delphi (first AC) · Tags: data structures, implementation, sortings
[tourist's solution](#)

2109.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[tourist's solution](#)

2110.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[tourist's solution](#)

2111.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[tourist's solution](#)

2112.

2131H

[Sea, You & copriMe](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2600 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math, number theory

[tourist's solution](#)

2113.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[tourist's solution](#)

2114.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[tourist's solution](#)

2115.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[tourist's solution](#)

2116.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[tourist's solution](#)

2117.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[tourist's solution](#)

2118.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,385 global accepts · Rating: 2600 · first AC: 2016-02-26 · last AC: 2024-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

2119.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2016-02-28 · last AC: 2024-07-21 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[tourist's solution](#)

2120.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[tourist's solution](#)

2121.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[tourist's solution](#)

2122.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[tourist's solution](#)

2123.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[tourist's solution](#)

2124.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[tourist's solution](#)

2125.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[tourist's solution](#)

2126.

1958H

[Composite Spells](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 2600 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, dp

[tourist's solution](#)

2127.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

2128.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[tourist's solution](#)

2129.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[tourist's solution](#)

2130.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tourist's solution](#)

2131.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tourist's solution](#)

2132.

1889C2

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

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[tourist's solution](#)

2133.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[tourist's solution](#)

2134.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tourist's solution](#)

2135.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[tourist's solution](#)

2136.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[tourist's solution](#)

2137.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[tourist's solution](#)

2138.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[tourist's solution](#)

2139.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[tourist's solution](#)

2140.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[tourist's solution](#)

2141.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[tourist's solution](#)

2142.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[tourist's solution](#)

2143.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[tourist's solution](#)

2144.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[tourist's solution](#)

2145.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[tourist's solution](#)

2146.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tourist's solution](#)

2147.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[tourist's solution](#)

2148.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[tourist's solution](#)

2149.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[tourist's solution](#)

2150.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[tourist's solution](#)

2151.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[tourist's solution](#)

2152.

1431H

[Rogue-like Game](#) · [Tutorial](#)

Quality: 75 global accepts · Rating: 2600 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, brute force, greedy, two pointers

[tourist's solution](#)

2153.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2020-10-13 · last AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[tourist's solution](#)

2154.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: meet-in-the-middle

[tourist's solution](#)

2155.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[tourist's solution](#)

2156.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[tourist's solution](#)

2157.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math

[tourist's solution](#)

2158.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,979 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[tourist's solution](#)

2159.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tourist's solution](#)

2160.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[tourist's solution](#)

2161.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[tourist's solution](#)

2162.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[tourist's solution](#)

2163.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

2164.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[tourist's solution](#)

2165.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[tourist's solution](#)

2166.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[tourist's solution](#)

2167.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[tourist's solution](#)

2168.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[tourist's solution](#)

2169.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[tourist's solution](#)

2170.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-17 · last AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[tourist's solution](#)

2171.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[tourist's solution](#)

2172.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[tourist's solution](#)

2173.

717F

[Heroes of Making Magic III](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2600 · first AC: 2016-09-11 · GNU C++11 (first AC) · Tags: data structures

[tourist's solution](#)

2174.

695C

[Limak and Shooting Points](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: geometry, math

[tourist's solution](#)

2175.

695B

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: graphs

[tourist's solution](#)

2176.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[tourist's solution](#)

2177.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[tourist's solution](#)

2178.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: data structures, trees

[tourist's solution](#)

2179.

562G

[Replicating Processes](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

2180.

541D

[Superhero's Job](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

2181.

541E

[Playing on Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2015-05-03 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

2182.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp

[tourist's solution](#)

2183.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[tourist's solution](#)

2184.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: dp, probabilities

[tourist's solution](#)

2185.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-10-24 · last AC: 2014-10-24 · GNU C++ (first AC) · Tags: bitmasks, dp, probabilities

[tourist's solution](#)

2186.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: data structures, trees

[tourist's solution](#)

2187.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[tourist's solution](#)

2188.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: data structures

[tourist's solution](#)

2189.

331D2

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 2600 · first AC: 2013-07-17 · last AC: 2013-07-17 · GNU C++ (first AC) · Tags: graphs

[tourist's solution](#)

2190.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: dp, games

[tourist's solution](#)

2191.

269D

[Maximum Waterfall](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2600 · first AC: 2013-02-01 · GNU C++ (first AC) · Tags: data structures, dp, graphs, sortings

[tourist's solution](#)

2192.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: dp, graphs, shortest paths

[tourist's solution](#)

2193.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: graphs, shortest paths

[tourist's solution](#)

2194.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: data structures

[tourist's solution](#)

2195.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2012-08-18 · Delphi (first AC) · Tags: divide and conquer, dp, expression parsing

[tourist's solution](#)

2196.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-06-12 · Delphi (first AC) · Tags: dsu, graphs, shortest paths

[tourist's solution](#)

2197.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2012-05-04 · FPC (first AC) · Tags: math, number theory

[tourist's solution](#)

2198.

175E

[Power Defence](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2600 · first AC: 2012-04-14 · Delphi (first AC) · Tags: brute force, dp, geometry, greedy

[tourist's solution](#)

2199.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2012-04-06 · Delphi (first AC) · Tags: data structures, sortings

[tourist's solution](#)

2200.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2012-01-12 · Delphi (first AC) · Tags: games

[tourist's solution](#)

2201.

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2012-01-04 · Delphi (first AC) · Tags: geometry, sortings

[tourist's solution](#)

2202.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2012-01-04 · FPC (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

2203.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dp, expression parsing

[tourist's solution](#)

2204.

87E

[Mogohu-Rea Idol](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2600 · first AC: 2011-06-07 · Delphi (first AC) · Tags: geometry

[tourist's solution](#)

2205.

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2011-05-20 · Delphi (first AC) · Tags: binary search, dsu, geometry, graphs, sortings
[tourist's solution](#)

2206.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2011-05-06 · Delphi (first AC) · Tags: geometry
[tourist's solution](#)

2207.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2011-03-13 · Delphi (first AC) · Tags: dp
[tourist's solution](#)

2208.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2011-02-19 · Delphi (first AC) · Tags: math, matrices
[tourist's solution](#)

2209.

40D

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

Quality: 170 global accepts · Rating: 2600 · first AC: 2010-11-05 · Delphi (first AC) · Tags: math
[tourist's solution](#)

2210.

39K

[Testing](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2600 · first AC: 2010-10-24 · Delphi (first AC) · Tags: —
[tourist's solution](#)

2211.

33E

[Helper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2600 · first AC: 2010-10-07 · Delphi (first AC) · Tags: —
[tourist's solution](#)

2212.

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2010-05-29 · last AC: 2010-05-29 · Delphi (first AC) · Tags: combinatorics, dp
[tourist's solution](#)

2213.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2010-04-08 · Delphi (first AC) · Tags: dp, graphs
[tourist's solution](#)

2214.

2141H

[Merging Vertices in a Graph](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, dfs and similar, dsu, graphs
[tourist's solution](#)

2215.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[tourist's solution](#)

2216.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[tourist's solution](#)

2217.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive
[tourist's solution](#)

2218.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[tourist's solution](#)

2219.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers
[tourist's solution](#)

2220.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[tourist's solution](#)

2221.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[tourist's solution](#)

2222.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[tourist's solution](#)

2223.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[tourist's solution](#)

2224.

1910I

[Inverse Problem](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, dp
[tourist's solution](#)

2225.

1910G

[Pool Records](#) · [Tutorial](#)

Quality: 73 global accepts · Rating: 2700 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[tourist's solution](#)

2226.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
[tourist's solution](#)

2227.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation
[tourist's solution](#)

2228.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[tourist's solution](#)

2229.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[tourist's solution](#)

2230.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
[tourist's solution](#)

2231.

1774F2

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

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[tourist's solution](#)

2232.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings
[tourist's solution](#)

2233.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[tourist's solution](#)

2234.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[tourist's solution](#)

2235.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[tourist's solution](#)

2236.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[tourist's solution](#)

2237.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[tourist's solution](#)

2238.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[tourist's solution](#)

2239.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[tourist's solution](#)

2240.

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

[tourist's solution](#)

2241.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[tourist's solution](#)

2242.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[tourist's solution](#)

2243.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[tourist's solution](#)

2244.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tourist's solution](#)

2245.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[tourist's solution](#)

2246.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory

[tourist's solution](#)

2247.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[tourist's solution](#)

2248.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[tourist's solution](#)

2249.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[tourist's solution](#)

2250.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[tourist's solution](#)

2251.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[tourist's solution](#)

2252.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[tourist's solution](#)

2253.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[tourist's solution](#)

2254.

1346H

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

Quality: 61 global accepts · Rating: 2700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, games

[tourist's solution](#)

2255.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[tourist's solution](#)

2256.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[tourist's solution](#)

2257.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[tourist's solution](#)

2258.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[tourist's solution](#)

2259.

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2015-09-06 · last AC: 2019-09-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graph matchings

[tourist's solution](#)

2260.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[tourist's solution](#)

2261.

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs

[tourist's solution](#)

2262.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[tourist's solution](#)

2263.

860E

[Arkady and a Nobody-men](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2017-11-09 · last AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[tourist's solution](#)

2264.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-09-14 · last AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[tourist's solution](#)

2265.

717B

[R3D3's Summer Adventure](#) · [Tutorial](#)

Quality: 181 global accepts · Rating: 2700 · first AC: 2016-09-11 · Java 8 (first AC) · Tags: dp, greedy

[tourist's solution](#)

2266.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities, trees
[tourist's solution](#)

2267.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: data structures, math, matrices
[tourist's solution](#)

2268.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2015-03-21 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings
[tourist's solution](#)

2269.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: flows
[tourist's solution](#)

2270.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: dp
[tourist's solution](#)

2271.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: divide and conquer, dp
[tourist's solution](#)

2272.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees
[tourist's solution](#)

2273.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-10-24 · GNU C++ (first AC) · Tags: combinatorics, dp, trees
[tourist's solution](#)

2274.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-07 · GNU C++ (first AC) · Tags: dp, probabilities
[tourist's solution](#)

2275.

458D

[Bingo!](#) · [Tutorial](#)

Rating: 2700 · first AC: 2014-08-10 · GNU C++ (first AC) · Tags: combinatorics, probabilities
[tourist's solution](#)

2276.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,655 global accepts · Rating: 2700 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: data structures
[tourist's solution](#)

2277.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-30 · GNU C++ (first AC) · Tags: dp, hashing
[tourist's solution](#)

2278.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: math
[tourist's solution](#)

2279.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: combinatorics, dp
[tourist's solution](#)

2280.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[tourist's solution](#)

2281.

308D

[Tennis Rackets](#) · [Tutorial](#)

Rating: 2700 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2282.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2013-04-23 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees
[tourist's solution](#)

2283.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: brute force, combinatorics
[tourist's solution](#)

2284.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2013-04-22 · GNU C++ (first AC) · Tags: geometry, math, probabilities, two pointers
[tourist's solution](#)

2285.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: bitmasks, math
[tourist's solution](#)

2286.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, math
[tourist's solution](#)

2287.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2011-09-08 · last AC: 2011-09-08 · GNU C++ (first AC) · Tags: math, matrices, probabilities
[tourist's solution](#)

2288.

113E

[Sleeping](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 2700 · first AC: 2011-09-08 · Delphi (first AC) · Tags: combinatorics, implementation, math
[tourist's solution](#)

2289.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2011-07-15 · Delphi (first AC) · Tags: bitmasks, brute force, implementation
[tourist's solution](#)

2290.

86E

[Long sequence](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2700 · first AC: 2011-05-22 · Delphi (first AC) · Tags: brute force, math, matrices
[tourist's solution](#)

2291.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2011-04-12 · Delphi (first AC) · Tags: bitmasks, dp, math
[tourist's solution](#)

2292.

42E

[Baldman and the military](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2700 · first AC: 2010-11-18 · Delphi (first AC) · Tags: dfs and similar, graphs, trees
[tourist's solution](#)

2293.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math
[tourist's solution](#)

2294.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities
[tourist's solution](#)

2295.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...
[tourist's solution](#)

2296.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · last AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees
[tourist's solution](#)

2297.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, data structures, geometry, sortings
[tourist's solution](#)

2298.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[tourist's solution](#)

2299.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[tourist's solution](#)

2300.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[tourist's solution](#)

2301.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[tourist's solution](#)

2302.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[tourist's solution](#)

2303.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[tourist's solution](#)

2304.

2021E3

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

Quality: 678 global accepts · Rating: 2800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, greedy, math, trees

[tourist's solution](#)

2305.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[tourist's solution](#)

2306.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · last AC: 2024-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[tourist's solution](#)

2307.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[tourist's solution](#)

2308.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

2309.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

2310.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[tourist's solution](#)

2311.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[tourist's solution](#)

2312.

1938I

[Symmetric Boundary](#) · [Tutorial](#)

Quality: 88 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tourist's solution](#)

2313.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[tourist's solution](#)

2314.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[tourist's solution](#)

2315.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[tourist's solution](#)

2316.

1874D

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

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[tourist's solution](#)

2317.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[tourist's solution](#)

2318.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[tourist's solution](#)

2319.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[tourist's solution](#)

2320.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[tourist's solution](#)

2321.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[tourist's solution](#)

2322.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[tourist's solution](#)

2323.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[tourist's solution](#)

2324.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[tourist's solution](#)

2325.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[tourist's solution](#)

2326.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[tourist's solution](#)

2327.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[tourist's solution](#)

2328.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[tourist's solution](#)

2329.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[tourist's solution](#)

2330.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tourist's solution](#)

2331.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[tourist's solution](#)

2332.

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

[tourist's solution](#)

2333.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[tourist's solution](#)

2334.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[tourist's solution](#)

2335.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[tourist's solution](#)

2336.

1488H

[Build From Suffixes](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2800 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, data structures

[tourist's solution](#)

2337.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[tourist's solution](#)

2338.

1477D

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

Quality: 786 global accepts · Rating: 2800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[tourist's solution](#)

2339.

1441C

[Sum](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, greedy

[tourist's solution](#)

2340.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[tourist's solution](#)

2341.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[tourist's solution](#)

2342.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[tourist's solution](#)

2343.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[tourist's solution](#)

2344.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[tourist's solution](#)

2345.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings

[tourist's solution](#)

2346.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[tourist's solution](#)

2347.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[tourist's solution](#)

2348.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math

[tourist's solution](#)

2349.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[tourist's solution](#)

2350.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · last AC: 2017-11-11 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[tourist's solution](#)

2351.

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tourist's solution](#)

2352.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[tourist's solution](#)

2353.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[tourist's solution](#)

2354.

717I

[Cowboy Bebop at his computer](#) · [Tutorial](#)

Quality: 214 global accepts · Rating: 2800 · first AC: 2016-09-11 · last AC: 2016-09-11 · Java 8 (first AC) · Tags: geometry

[tourist's solution](#)

2355.

695D

[Cron](#) · [Tutorial](#)

Rating: 2800 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

2356.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[tourist's solution](#)

2357.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[tourist's solution](#)

2358.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[tourist's solution](#)

2359.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2016-01-21 · GNU C++11 (first AC) · Tags: data structures, strings, trees
[tourist's solution](#)

2360.

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2015-09-06 · last AC: 2015-09-06 · GNU C++11 (first AC) · Tags: geometry
[tourist's solution](#)

2361.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2015-09-06 · GNU C++11 (first AC) · Tags: data structures
[tourist's solution](#)

2362.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[tourist's solution](#)

2363.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2015-02-07 · GNU C++ (first AC) · Tags: flows
[tourist's solution](#)

2364.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2014-09-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[tourist's solution](#)

2365.

436D

[Pudding Monsters](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2800 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: dp
[tourist's solution](#)

2366.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2014-04-17 · GNU C++ (first AC) · Tags: data structures, graphs, trees
[tourist's solution](#)

2367.

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2013-12-29 · GNU C++ (first AC) · Tags: dp, geometry
[tourist's solution](#)

2368.

335E

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

Quality: 241 global accepts · Rating: 2800 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: dp, math, probabilities
[tourist's solution](#)

2369.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy
[tourist's solution](#)

2370.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2012-07-11 · Delphi (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[tourist's solution](#)

2371.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2012-06-12 · Delphi (first AC) · Tags: data structures, greedy, hashing, strings

[tourist's solution](#)

2372.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2012-03-25 · Delphi (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[tourist's solution](#)

2373.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2011-05-13 · Delphi (first AC) · Tags: bitmasks, dp

[tourist's solution](#)

2374.

74E

[Shift It!](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2800 · first AC: 2011-04-15 · Delphi (first AC) · Tags: constructive algorithms

[tourist's solution](#)

2375.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2010-12-28 · Delphi (first AC) · Tags: dfs and similar, dp, graphs, trees

[tourist's solution](#)

2376.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[tourist's solution](#)

2377.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[tourist's solution](#)

2378.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[tourist's solution](#)

2379.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[tourist's solution](#)

2380.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[tourist's solution](#)

2381.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy

[tourist's solution](#)

2382.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[tourist's solution](#)

2383.

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[tourist's solution](#)

2384.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[tourist's solution](#)

2385.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tourist's solution](#)

2386.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

2387.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[tourist's solution](#)

2388.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[tourist's solution](#)

2389.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[tourist's solution](#)

2390.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, two pointers

[tourist's solution](#)

2391.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[tourist's solution](#)

2392.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[tourist's solution](#)

2393.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[tourist's solution](#)

2394.

1910J

[Two Colors](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 2900 · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special

[tourist's solution](#)

2395.

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[tourist's solution](#)

2396.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[tourist's solution](#)

2397.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[tourist's solution](#)

2398.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths

[tourist's solution](#)

2399.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities

[tourist's solution](#)

2400.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, dsu, implementation, math

[tourist's solution](#)

2401.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[tourist's solution](#)

2402.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[tourist's solution](#)

2403.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[tourist's solution](#)

2404.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[tourist's solution](#)

2405.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[tourist's solution](#)

2406.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[tourist's solution](#)

2407.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[tourist's solution](#)

2408.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[tourist's solution](#)

2409.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[tourist's solution](#)

2410.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[tourist's solution](#)

2411.

1431I

[Cyclic Shifts](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 2900 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, strings
[tourist's solution](#)

2412.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[tourist's solution](#)

2413.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, trees
[tourist's solution](#)

2414.

1346I

[Pac-Man 2.0](#) · [Tutorial](#)

Quality: 54 global accepts · Rating: 2900 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp
[tourist's solution](#)

2415.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
[tourist's solution](#)

2416.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[tourist's solution](#)

2417.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[tourist's solution](#)

2418.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities
[tourist's solution](#)

2419.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[tourist's solution](#)

2420.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-10 · C++14 (GCC 6-32) (first AC) · Tags: strings, trees
[tourist's solution](#)

2421.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[tourist's solution](#)

2422.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2017-10-18 · last AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: strings
[tourist's solution](#)

2423.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2013-09-14 · last AC: 2017-10-10 · GNU C++ (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[tourist's solution](#)

2424.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp
[tourist's solution](#)

2425.

717A

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

Quality: 433 global accepts · Rating: 2900 · first AC: 2016-09-11 · Java 8 (first AC) · Tags: combinatorics, math, number theory
[tourist's solution](#)

2426.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2016-07-01 · GNU C++11 (first AC) · Tags: binary search, math
[tourist's solution](#)

2427.

687E

[TOE](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2016-06-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[tourist's solution](#)

2428.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle
[tourist's solution](#)

2429.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: geometry, two pointers
[tourist's solution](#)

2430.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer
[tourist's solution](#)

2431.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2015-02-02 · GNU C++ (first AC) · Tags: dp, trees
[tourist's solution](#)

2432.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: data structures
[tourist's solution](#)

2433.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[tourist's solution](#)

2434.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2012-11-01 · last AC: 2012-11-01 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2435.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2012-10-11 · GNU C++ (first AC) · Tags: binary search, data structures, string suffix structures

[tourist's solution](#)

2436.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2012-06-03 · GNU C++ (first AC) · Tags: brute force, math, matrices

[tourist's solution](#)

2437.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2012-03-27 · GNU C++ (first AC) · Tags: dfs and similar, graphs, math, matrices

[tourist's solution](#)

2438.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2012-01-22 · Delphi (first AC) · Tags: combinatorics, data structures, implementation

[tourist's solution](#)

2439.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2011-09-23 · Delphi (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[tourist's solution](#)

2440.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2010-06-24 · Delphi (first AC) · Tags: dfs and similar, divide and conquer, dsu

[tourist's solution](#)

2441.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[tourist's solution](#)

2442.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[tourist's solution](#)

2443.

2125F

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

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp
[tourist's solution](#)

2444.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[tourist's solution](#)

2445.

2062E2

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

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees
[tourist's solution](#)

2446.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math
[tourist's solution](#)

2447.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings
[tourist's solution](#)

2448.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation
[tourist's solution](#)

2449.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tourist's solution](#)

2450.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[tourist's solution](#)

2451.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[tourist's solution](#)

2452.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees
[tourist's solution](#)

2453.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[tourist's solution](#)

2454.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[tourist's solution](#)

2455.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[tourist's solution](#)

2456.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[tourist's solution](#)

2457.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[tourist's solution](#)

2458.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[tourist's solution](#)

2459.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[tourist's solution](#)

2460.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[tourist's solution](#)

2461.

1672I

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

Quality: 252 global accepts · Rating: 3000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tourist's solution](#)

2462.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[tourist's solution](#)

2463.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[tourist's solution](#)

2464.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[tourist's solution](#)

2465.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths
[tourist's solution](#)

2466.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[tourist's solution](#)

2467.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[tourist's solution](#)

2468.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory
[tourist's solution](#)

2469.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry
[tourist's solution](#)

2470.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[tourist's solution](#)

2471.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 704 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[tourist's solution](#)

2472.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[tourist's solution](#)

2473.

1441D

[Black, White and Grey Tree](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[tourist's solution](#)

2474.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[tourist's solution](#)

2475.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory, two pointers

[tourist's solution](#)

2476.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[tourist's solution](#)

2477.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[tourist's solution](#)

2478.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[tourist's solution](#)

2479.

1211I

[Unusual Graph](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 3000 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[tourist's solution](#)

2480.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[tourist's solution](#)

2481.

859G

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

Quality: 189 global accepts · Rating: 3000 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[tourist's solution](#)

2482.

856F

[To Play or not to Play](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3000 · first AC: 2017-09-11 · last AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tourist's solution](#)

2483.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2017-09-03 · Java 8 (first AC) · Tags: dp, geometry

[tourist's solution](#)

2484.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2017-08-24 · last AC: 2017-08-31 · GNU C++11 (first AC) · Tags: flows, graphs
[tourist's solution](#)

2485.

695F

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

Rating: 3000 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: combinatorics, number theory
[tourist's solution](#)

2486.

641F

[Little Artem and 2-SAT](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 3000 · first AC: 2016-04-24 · GNU C++11 (first AC) · Tags: —
[tourist's solution](#)

2487.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2016-02-28 · GNU C++11 (first AC) · Tags: two pointers
[tourist's solution](#)

2488.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2015-04-04 · last AC: 2015-06-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[tourist's solution](#)

2489.

532A

[Berland Miners](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[tourist's solution](#)

2490.

532D

[Landmarks](#) · [Tutorial](#)

Rating: 3000 · first AC: 2015-04-17 · GNU C++11 (first AC) · Tags: —
[tourist's solution](#)

2491.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2014-06-13 · GNU C++ (first AC) · Tags: brute force, data structures, dp
[tourist's solution](#)

2492.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2013-07-17 · GNU C++ (first AC) · Tags: data structures, implementation, trees
[tourist's solution](#)

2493.

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: dp, math, probabilities
[tourist's solution](#)

2494.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2013-04-19 · GNU C++ (first AC) · Tags: data structures
[tourist's solution](#)

2495.

212A

[Privatization](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3000 · first AC: 2012-07-20 · Delphi (first AC) · Tags: flows, graphs
[tourist's solution](#)

2496.

156E

[Mrs. Hudson's Pancakes](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3000 · first AC: 2012-02-29 · Delphi (first AC) · Tags: brute force, dp
[tourist's solution](#)

2497.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[tourist's solution](#)

2498.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[tourist's solution](#)

2499.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[tourist's solution](#)

2500.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees
[tourist's solution](#)

2501.

2101E

[Kia Bakes a Cake](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3100 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, trees
[tourist's solution](#)

2502.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[tourist's solution](#)

2503.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
[tourist's solution](#)

2504.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[tourist's solution](#)

2505.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[tourist's solution](#)

2506.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

2507.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, trees

[tourist's solution](#)

2508.

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[tourist's solution](#)

2509.

1958I

[Equal Trees](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3100 · first AC: 2024-05-13 · Kotlin 1.9 (first AC) · Tags: *special, graphs, meet-in-the-middle

[tourist's solution](#)

2510.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[tourist's solution](#)

2511.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[tourist's solution](#)

2512.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[tourist's solution](#)

2513.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[tourist's solution](#)

2514.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[tourist's solution](#)

2515.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings
[tourist's solution](#)

2516.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[tourist's solution](#)

2517.

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[tourist's solution](#)

2518.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, trees
[tourist's solution](#)

2519.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[tourist's solution](#)

2520.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: games, trees
[tourist's solution](#)

2521.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths
[tourist's solution](#)

2522.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees
[tourist's solution](#)

2523.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[tourist's solution](#)

2524.

1488I

[Demoniac Invasion](#) · [Tutorial](#)

Quality: 46 global accepts · Rating: 3100 · first AC: 2021-03-09 · Kotlin 1.4 (first AC) · Tags: *special, flows
[tourist's solution](#)

2525.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy
[tourist's solution](#)

2526.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games
[tourist's solution](#)

2527.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees
[tourist's solution](#)

2528.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2020-05-06 · last AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[tourist's solution](#)

2529.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[tourist's solution](#)

2530.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-24 · last AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math
[tourist's solution](#)

2531.

1211H

[Road Repair in Treeland](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: 3100 · first AC: 2019-09-07 · Kotlin 1.4 (first AC) · Tags: *special, binary search, dp, trees
[tourist's solution](#)

2532.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees
[tourist's solution](#)

2533.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-01-06 · last AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[tourist's solution](#)

2534.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2018-11-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tourist's solution](#)

2535.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2018-05-29 · last AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[tourist's solution](#)

2536.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[tourist's solution](#)

2537.

855F

[Nagini](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3100 · first AC: 2017-09-24 · GNU C++11 (first AC) · Tags: binary search, data structures

[tourist's solution](#)

2538.

695E

[Huffman Coding on Segment](#) · [Tutorial](#)

Rating: 3100 · first AC: 2016-07-03 · GNU C++11 (first AC) · Tags: data structures

[tourist's solution](#)

2539.

662E

[To Hack or not to Hack](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3100 · first AC: 2016-04-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[tourist's solution](#)

2540.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2016-02-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[tourist's solution](#)

2541.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2016-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[tourist's solution](#)

2542.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dp

[tourist's solution](#)

2543.

442E

[Gena and Second Distance](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: 3100 · first AC: 2014-06-19 · GNU C++ (first AC) · Tags: geometry

[tourist's solution](#)

2544.

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2012-04-08 · Delphi (first AC) · Tags: binary search, brute force

[tourist's solution](#)

2545.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[tourist's solution](#)

2546.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[tourist's solution](#)

2547.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[tourist's solution](#)

2548.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[tourist's solution](#)

2549.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[tourist's solution](#)

2550.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[tourist's solution](#)

2551.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[tourist's solution](#)

2552.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

2553.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[tourist's solution](#)

2554.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[tourist's solution](#)

2555.

1958J

[Necromancer](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3200 · first AC: 2024-05-13 · Kotlin 1.7 (first AC) · Tags: *special

[tourist's solution](#)

2556.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[tourist's solution](#)

2557.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[tourist's solution](#)

2558.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[tourist's solution](#)

2559.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[tourist's solution](#)

2560.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[tourist's solution](#)

2561.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[tourist's solution](#)

2562.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[tourist's solution](#)

2563.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[tourist's solution](#)

2564.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[tourist's solution](#)

2565.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[tourist's solution](#)

2566.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[tourist's solution](#)

2567.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[tourist's solution](#)

2568.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[tourist's solution](#)

2569.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[tourist's solution](#)

2570.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[tourist's solution](#)

2571.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[tourist's solution](#)

2572.

1396E

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[tourist's solution](#)

2573.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[tourist's solution](#)

2574.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, graphs, trees

[tourist's solution](#)

2575.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[tourist's solution](#)

2576.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[tourist's solution](#)

2577.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math
[tourist's solution](#)

2578.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[tourist's solution](#)

2579.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math
[tourist's solution](#)

2580.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: games
[tourist's solution](#)

2581.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-30 · Java 8 (first AC) · Tags: interactive, math, number theory
[tourist's solution](#)

2582.

1081G

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

Quality: 434 global accepts · Rating: 3200 · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[tourist's solution](#)

2583.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: games
[tourist's solution](#)

2584.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2018-09-02 · GNU C++11 (first AC) · Tags: data structures, string suffix structures
[tourist's solution](#)

2585.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[tourist's solution](#)

2586.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[tourist's solution](#)

2587.

744D

[Hongcow Draws a Circle](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: 3200 · first AC: 2016-12-18 · last AC: 2016-12-20 · GNU C++11 (first AC) · Tags: geometry

[tourist's solution](#)

2588.

744E

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

Quality: 149 global accepts · Rating: 3200 · first AC: 2016-12-17 · last AC: 2016-12-17 · GNU C++11 (first AC) · Tags: strings, two pointers

[tourist's solution](#)

2589.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[tourist's solution](#)

2590.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[tourist's solution](#)

2591.

562C

[Restoring Map](#) · [Tutorial](#)

Rating: 3200 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: —

[tourist's solution](#)

2592.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2014-12-13 · GNU C++ (first AC) · Tags: data structures, games

[tourist's solution](#)

2593.

482E

[ELCA](#) · [Tutorial](#)

Quality: 190 global accepts · Rating: 3200 · first AC: 2014-10-24 · last AC: 2014-10-24 · GNU C++ (first AC) · Tags: data structures, trees

[tourist's solution](#)

2594.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[tourist's solution](#)

2595.

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-02-11 · last AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs

[tourist's solution](#)

2596.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[tourist's solution](#)

2597.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[tourist's solution](#)

2598.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees
[tourist's solution](#)

2599.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees
[tourist's solution](#)

2600.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp
[tourist's solution](#)

2601.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[tourist's solution](#)

2602.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory
[tourist's solution](#)

2603.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory
[tourist's solution](#)

2604.

1984H

[Tower Capturing](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 3300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, geometry
[tourist's solution](#)

2605.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities
[tourist's solution](#)

2606.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[tourist's solution](#)

2607.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tourist's solution](#)

2608.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[tourist's solution](#)

2609.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[tourist's solution](#)

2610.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings
[tourist's solution](#)

2611.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[tourist's solution](#)

2612.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees
[tourist's solution](#)

2613.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math
[tourist's solution](#)

2614.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings
[tourist's solution](#)

2615.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing
[tourist's solution](#)

2616.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[tourist's solution](#)

2617.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory
[tourist's solution](#)

2618.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings
[tourist's solution](#)

2619.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[tourist's solution](#)

2620.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[tourist's solution](#)

2621.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[tourist's solution](#)

2622.

1477E

[Nezzar and Tournaments](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: 3300 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[tourist's solution](#)

2623.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math
[tourist's solution](#)

2624.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows, greedy
[tourist's solution](#)

2625.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, greedy, implementation
[tourist's solution](#)

2626.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[tourist's solution](#)

2627.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[tourist's solution](#)

2628.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy
[tourist's solution](#)

2629.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[tourist's solution](#)

2630.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2019-06-01 · last AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities
[tourist's solution](#)

2631.

866G

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

Rating: 3300 · first AC: 2019-01-06 · last AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[tourist's solution](#)

2632.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths
[tourist's solution](#)

2633.

866F

[Egg Roulette](#) · [Tutorial](#)

Rating: 3300 · first AC: 2017-09-30 · GNU C++11 (first AC) · Tags: combinatorics, meet-in-the-middle
[tourist's solution](#)

2634.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: games
[tourist's solution](#)

2635.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[tourist's solution](#)

2636.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry
[tourist's solution](#)

2637.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math
[tourist's solution](#)

2638.

1852E

[Rivalries](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[tourist's solution](#)**2639.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[tourist's solution](#)**2640.**

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy

[tourist's solution](#)**2641.**

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[tourist's solution](#)**2642.**

1770G

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, math

[tourist's solution](#)**2643.**

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tourist's solution](#)**2644.**

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[tourist's solution](#)**2645.**

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[tourist's solution](#)**2646.**

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[tourist's solution](#)**2647.**

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[tourist's solution](#)

2648.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[tourist's solution](#)

2649.

1431J

[Zero-XOR Array](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: 3400 · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, dp

[tourist's solution](#)

2650.

1441E

[Differentiating Games](#) · [Tutorial](#)

Rating: 3400 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[tourist's solution](#)

2651.

1310F

[Bad Cryptography](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3400 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tourist's solution](#)

2652.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tourist's solution](#)

2653.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[tourist's solution](#)

2654.

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[tourist's solution](#)

2655.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[tourist's solution](#)

2656.

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2017-01-22 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math, number theory

[tourist's solution](#)

2657.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[tourist's solution](#)

2658.

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[tourist's solution](#)

2659.

2201G

[Codeforces Heuristic Contest 1001](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3500 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

2660.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[tourist's solution](#)

2661.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2025-11-23 · last AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[tourist's solution](#)

2662.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[tourist's solution](#)

2663.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-12 · last AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[tourist's solution](#)

2664.

2141I

[Color the Tree](#) · [Tutorial](#)

Quality: 56 global accepts · Rating: 3500 · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special

[tourist's solution](#)

2665.

2127G2

[Inter Active \(Hard Version\)](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3500 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, graphs, implementation, interactive, math, probabilities

[tourist's solution](#)

2666.

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, trees

[tourist's solution](#)

2667.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[tourist's solution](#)

2668.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows

[tourist's solution](#)

2669.

2084H

[Turtle and Nedium 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[tourist's solution](#)

2670.

2089E

[Black Cat Collapse](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[tourist's solution](#)

2671.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[tourist's solution](#)

2672.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[tourist's solution](#)

2673.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[tourist's solution](#)

2674.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tourist's solution](#)

2675.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[tourist's solution](#)

2676.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[tourist's solution](#)

2677.

2006F

[Dora's Paint](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[tourist's solution](#)

2678.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[tourist's solution](#)

2679.

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[tourist's solution](#)

2680.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[tourist's solution](#)

2681.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[tourist's solution](#)

2682.

1938M

[Zig-zag](#) · [Tutorial](#)

Quality: 96 global accepts · Rating: 3500 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tourist's solution](#)

2683.

1938A

[Antiparticle Antipysics](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[tourist's solution](#)

2684.

1919G

[Tree LGM](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 3500 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, games, trees
[tourist's solution](#)

2685.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs
[tourist's solution](#)

2686.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
[tourist's solution](#)

2687.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities
[tourist's solution](#)

2688.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math
[tourist's solution](#)

2689.

1804G

[Flow Control](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, implementation

[tourist's solution](#)

2690.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, meet-in-the-middle

[tourist's solution](#)

2691.

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[tourist's solution](#)

2692.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[tourist's solution](#)

2693.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[tourist's solution](#)

2694.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers

[tourist's solution](#)

2695.

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[tourist's solution](#)

2696.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[tourist's solution](#)

2697.

1628F

[Spaceship Crisis Management](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, sortings

[tourist's solution](#)

2698.

1621H

[Trains and Airplanes](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[tourist's solution](#)

2699.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[tourist's solution](#)

2700.

1609H

[Pushing Robots](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[tourist's solution](#)

2701.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[tourist's solution](#)

2702.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[tourist's solution](#)

2703.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees

[tourist's solution](#)

2704.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, games

[tourist's solution](#)

2705.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, trees

[tourist's solution](#)

2706.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[tourist's solution](#)

2707.

1305H

[Kuroni the Private Tutor](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[tourist's solution](#)

2708.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tourist's solution](#)

2709.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[tourist's solution](#)

2710.

1246F

[Cursor Distance](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[tourist's solution](#)

2711.

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[tourist's solution](#)

2712.

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2019-01-07 · last AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[tourist's solution](#)

2713.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2018-10-31 · last AC: 2018-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[tourist's solution](#)

2714.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2018-10-07 · C++14 (GCC 6-32) (first AC) · Tags: games

[tourist's solution](#)

2715.

799G

[Cut the pie](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: binary search, data structures, geometry

[tourist's solution](#)

2716.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2017-05-11 · GNU C++11 (first AC) · Tags: data structures

[tourist's solution](#)

2717.

2222H

[Counting Sort?](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[tourist's solution](#)

2718.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[tourist's solution](#)

2719.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[tourist's solution](#)

2720.

2222D

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

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[tourist's solution](#)

2721.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[tourist's solution](#)

2722.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,256 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[tourist's solution](#)

2723.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[tourist's solution](#)

2724.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees

[tourist's solution](#)

2725.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[tourist's solution](#)

2726.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[tourist's solution](#)

2727.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[tourist's solution](#)

2728.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,972 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[tourist's solution](#)

2729.

2142H

[Desktop Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special

[tourist's solution](#)

2730.

2142D

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, greedy, math, strings

[tourist's solution](#)

2731.

2142C

[YetnotherrokenKeoard](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, data structures, implementation, strings
[tourist's solution](#)

2732.

2142B

[Dislike of Threes](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, implementation
[tourist's solution](#)

2733.

2142A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · Kotlin 1.9 (first AC) · Tags: *special, implementation
[tourist's solution](#)

2734.

2087I

[Hamiltonian Partition](#) · [Tutorial](#)

Quality: 26 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2735.

2087H

[Nim with Special Numbers](#) · [Tutorial](#)

Quality: 28 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2736.

2087G

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

Quality: 89 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[tourist's solution](#)

2737.

2087F

[Weapon Upgrade](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp
[tourist's solution](#)

2738.

2087E

[Color the Arrows](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, dp
[tourist's solution](#)

2739.

2087D

[Uppercase or Lowercase?](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, interactive
[tourist's solution](#)

2740.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[tourist's solution](#)

2741.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2742.

2087A

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

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2743.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, math
[tourist's solution](#)

2744.

2011G

[Removal of a Permutation](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2745.

2011H

[Strange Matrix](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, graphs, greedy
[tourist's solution](#)

2746.

2011E

[Rock-Paper-Scissors Bot](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings
[tourist's solution](#)

2747.

2011F

[Good Subarray](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special, data structures, greedy
[tourist's solution](#)

2748.

2011D

[Among Wolves](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2749.

2011C

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

Quality: 380 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2750.

2011B

[Shuffle](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2751.

2011A

[Problem Solving](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: — · first AC: 2024-09-30 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2752.

2017G

[Berserk Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, implementation
[tourist's solution](#)

2753.

2017F

[Colored Portals](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, greedy
[tourist's solution](#)

2754.

2017E

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

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, strings
[tourist's solution](#)

2755.

2017D

[Forming Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics
[tourist's solution](#)

2756.

2017C

[Make Equal Again](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, brute force, greedy, math
[tourist's solution](#)

2757.

2017B

[Square or Not](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, strings
[tourist's solution](#)

2758.

2017A

[My First Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-17 · Kotlin 1.9 (first AC) · Tags: *special, implementation, sortings
[tourist's solution](#)

2759.

1959H

[Count the Trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: *special, data structures
[tourist's solution](#)

2760.

1959G

[The Humanoid](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: *special, brute force, sortings
[tourist's solution](#)

2761.

1959F

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: *special, dp
[tourist's solution](#)

2762.

1959E

[Jumping on Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: *special, constructive algorithms, strings
[tourist's solution](#)

2763.

1959D

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: *special
[tourist's solution](#)

2764.

1959C

[Count the Number of Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy, strings

[tourist's solution](#)

2765.

1959B

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: *special, implementation, strings

[tourist's solution](#)

2766.

1959A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-07 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[tourist's solution](#)

2767.

1911C

[Teams Forming](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, sortings

[tourist's solution](#)

2768.

1911B

[Repeating Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · Kotlin 1.9 (first AC) · Tags: *special, implementation

[tourist's solution](#)

2769.

1911A

[Spy Detected!](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-11 · last AC: 2023-12-11 · Kotlin 1.7 (first AC) · Tags: *special, implementation

[tourist's solution](#)

2770.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[tourist's solution](#)

2771.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search

[tourist's solution](#)

2772.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, matrices

[tourist's solution](#)

2773.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[tourist's solution](#)

2774.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[tourist's solution](#)

2775.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[tourist's solution](#)

2776.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
[tourist's solution](#)

2777.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[tourist's solution](#)

2778.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[tourist's solution](#)

2779.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[tourist's solution](#)

2780.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings
[tourist's solution](#)

2781.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[tourist's solution](#)

2782.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[tourist's solution](#)

2783.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[tourist's solution](#)

2784.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[tourist's solution](#)

2785.

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[tourist's solution](#)

2786.

103104B

[Mr.X and Reviewing Location](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[tourist's solution](#)

2787.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[tourist's solution](#)

2788.

103104C

[Data structure](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[tourist's solution](#)

2789.

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[tourist's solution](#)

2790.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[tourist's solution](#)

2791.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[tourist's solution](#)

2792.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[tourist's solution](#)

2793.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[tourist's solution](#)

2794.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[tourist's solution](#)

2795.

1570G

[XOR Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special, interactive
[tourist's solution](#)

2796.

1570F

[Square Filling](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special

[tourist's solution](#)

2797.

1570E

[Erasing Zeroes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special, strings

[tourist's solution](#)

2798.

1570D

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

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tourist's solution](#)

2799.

1570C

[Shooting](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[tourist's solution](#)

2800.

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special, math

[tourist's solution](#)

2801.

1570A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-02 · Kotlin 1.4 (first AC) · Tags: *special

[tourist's solution](#)

2802.

1533J

[Pawns](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special

[tourist's solution](#)

2803.

1533I

[Excursions](#) · [Tutorial](#)

Quality: 61 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, flows, graph matchings, graphs

[tourist's solution](#)

2804.

1533G

[Biome Map](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs

[tourist's solution](#)

2805.

1533H

[Submatrices](#) · [Tutorial](#)

Quality: 92 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, bitmasks, data structures, dp

[tourist's solution](#)

2806.

1533F

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

Quality: 224 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[tourist's solution](#)

2807.

1533E

[Chess Team Forming](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, binary search, data structures, greedy
[tourist's solution](#)

2808.

1533D

[String Searching](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, hashing
[tourist's solution](#)

2809.

1533C

[Sweets](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation
[tourist's solution](#)

2810.

1533B

[Nearest Point Function](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[tourist's solution](#)

2811.

1533A

[Travel to Bertown](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation, math
[tourist's solution](#)

2812.

1532F

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, strings
[tourist's solution](#)

2813.

1532E

[Good Array](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special
[tourist's solution](#)

2814.

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, sortings
[tourist's solution](#)

2815.

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, implementation
[tourist's solution](#)

2816.

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special, math
[tourist's solution](#)

2817.

1532A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: — · first AC: 2021-06-29 · Kotlin 1.4 (first AC) · Tags: *special
[tourist's solution](#)

2818.

1432F

[Platforms Jumping](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy, implementation

[tourist's solution](#)

2819.

1432E

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

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, greedy

[tourist's solution](#)

2820.

1432D

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

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[tourist's solution](#)

2821.

1432C

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

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, math

[tourist's solution](#)

2822.

1432B

[Candies and Two Sisters](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special, math

[tourist's solution](#)

2823.

1432A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-12 · Kotlin 1.4 (first AC) · Tags: *special

[tourist's solution](#)

2824.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[tourist's solution](#)

2825.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[tourist's solution](#)

2826.

1331G

[Lingua Romana](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[tourist's solution](#)

2827.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[tourist's solution](#)

2828.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[tourist's solution](#)

2829.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[tourist's solution](#)

2830.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings
[tourist's solution](#)

2831.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special
[tourist's solution](#)

2832.

1297I

[Falling Blocks](#) · [Tutorial](#)

Quality: 37 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures
[tourist's solution](#)

2833.

1297G

[M-numbers](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dp, math
[tourist's solution](#)

2834.

1297H

[Paint the String](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dp, strings
[tourist's solution](#)

2835.

1297E

[Modernization of Treeland](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, dfs and similar, trees
[tourist's solution](#)

2836.

1297F

[Movie Fan](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, data structures, greedy, implementation, sortings
[tourist's solution](#)

2837.

1297D

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

Quality: 274 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy, sortings
[tourist's solution](#)

2838.

1297C

[Dream Team](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[tourist's solution](#)

2839.

1297B

[Cartoons](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation, sortings
[tourist's solution](#)

2840.

1297A

[Likes Display](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: — · first AC: 2020-02-27 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tourist's solution](#)

2841.

1298F1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[tourist's solution](#)

2842.

1298F2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: *special, sortings

[tourist's solution](#)

2843.

1298E

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · last AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[tourist's solution](#)

2844.

1298D

[Bus Video System](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · last AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: *special, combinatorics, math

[tourist's solution](#)

2845.

1298C

[File Name](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-24 · last AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: *special, strings

[tourist's solution](#)

2846.

1298B

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

Rating: — · first AC: 2020-02-24 · last AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tourist's solution](#)

2847.

1298A

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

Rating: — · first AC: 2020-02-24 · Kotlin 1.4 (first AC) · Tags: *special, math

[tourist's solution](#)

2848.

1302J

[Keep talking and nobody explodes -- hard](#) · [Tutorial](#)

Quality: 12 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tourist's solution](#)

2849.

1302F

[Keep talking and nobody explodes -- easy](#) · [Tutorial](#)

Quality: 76 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, expression parsing

[tourist's solution](#)

2850.

1302H

[Who needs suffix structures?](#) · [Tutorial](#)

Quality: 10 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tourist's solution](#)

2851.

1302E

[Amazing bitset](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tourist's solution](#)

2852.

1302D

[Dijkstra](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tourist's solution](#)

2853.

1302B

[DAG](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tourist's solution](#)

2854.

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tourist's solution](#)

2855.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[tourist's solution](#)

2856.

1275E3

[A→CÔBD >C´LCÔ0Dò AD4<CÄ0](#)

Quality: 61 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[tourist's solution](#)

2857.

1275E2

[A→CÔBD >C´LCÔ0Dò AD4<CÄ0](#)

Quality: 138 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[tourist's solution](#)

2858.

1275E1

[A→CÔBD >C´LCÔ0Dò AD4<CÄ0](#)

Quality: 265 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[tourist's solution](#)

2859.

1275D

[Storage2](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[tourist's solution](#)

2860.

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[tourist's solution](#)

2861.

1275A

[B 1DkD\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[tourist's solution](#)

2862.

1275C

[#define At0CDD000B ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special

[tourist's solution](#)

2863.

1275F

[B,,UD4C,,@Cä2C =C,,5 Cö>D BCä2](#)

Quality: 92 global accepts · Rating: — · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: *special, binary search, interactive

[tourist's solution](#)

2864.

1170I

[Good Subsets](#) · [Tutorial](#)

Quality: 47 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, dp

[tourist's solution](#)

2865.

1170G

[Graph Decomposition](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, graphs

[tourist's solution](#)

2866.

1170H

[Longest Saw](#) · [Tutorial](#)

Quality: 57 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, constructive algorithms

[tourist's solution](#)

2867.

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search

[tourist's solution](#)

2868.

1170F

[Wheels](#) · [Tutorial](#)

Quality: 135 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, binary search, greedy

[tourist's solution](#)

2869.

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, data structures, implementation

[tourist's solution](#)

2870.

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation, strings

[tourist's solution](#)

2871.

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, implementation

[tourist's solution](#)

2872.

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: *special, math

[tourist's solution](#)

2873.

1164U

[The Greatest Possible Value \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2874.

1164T

[Compute the Product \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2875.

1164L

[Queens \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2876.

1164I

[Maximum Value \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2877.

1164F

[Regular Polygon \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2878.

1164M

[Seven Digit Number \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2879.

1164B

[Triangle Area \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2880.

1164D

[Multiple of 29 \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2881.

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2882.

1164S

[Find Distance \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2883.

1164H

[Circle Radius \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2884.

1164R

[Divisible by 83 \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2885.

1164Q

[Surjective Functions \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2886.

1164P

[Equilateral Triangles \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2887.

11640

[Greatest Prime Divisor \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2888.

1164N

[All Streets \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2889.

1164J

[Eleven Segments \(2 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2890.

1164G

[Find Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2891.

1164E

[Least Possible Difference \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2892.

1164A

[Three Friends \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[tourist's solution](#)

2893.

1116D5

[Creeper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: *special

[tourist's solution](#)

2894.

1116D4

[TIE fighter](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: — · first AC: 2019-03-01 · last AC: 2019-03-02 · Q# (first AC) · Tags: *special

[tourist's solution](#)

2895.

1116B1

[Distinguish three-qubit states](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special

[tourist's solution](#)

2896.

1116A1

[Generate state \$|00\rangle + |01\rangle + |10\rangle\$](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2019-03-01 · last AC: 2019-03-01 · Q# (first AC) · Tags: *special
[tourist's solution](#)

2897.

1116D3

[X-wing fighter](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special
[tourist's solution](#)

2898.

1116A2

[Generate equal superposition of four basis states](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special
[tourist's solution](#)

2899.

1116D2

[Pattern of increasing blocks](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special
[tourist's solution](#)

2900.

1116C3

[`Is the number of ones divisible by 3?' oracle](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special
[tourist's solution](#)

2901.

1116C2

[`Is the bit string periodic?' oracle](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: — · first AC: 2019-03-01 · last AC: 2019-03-01 · Q# (first AC) · Tags: *special
[tourist's solution](#)

2902.

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special
[tourist's solution](#)

2903.

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2019-03-01 · Q# (first AC) · Tags: *special
[tourist's solution](#)

2904.

101606K

[Knightsbridge Rises](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · last AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2905.

101606G

[Gentlebots](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2906.

101606H

[Hiking](#) · [Tutorial](#)

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

[tourist's solution](#)

2907.

101606L

[Lizard Lounge](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2908.

101606E

[Education](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2909.

101606B

[Breaking Biscuits](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2910.

101606I

[I Work All Day](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2911.

101606F

[Flipping Coins](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2912.

101606D

[Deranging Hat](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2913.

101606C

[Cued In](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2914.

101606J

[Just A Minim](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2915.

101606A

[Alien Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —
[tourist's solution](#)

2916.

100125K

[Kingdom Subdivision](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-22 · last AC: 2015-01-22 · GNU C++0x (first AC) · Tags: —
[tourist's solution](#)

2917.

100570F

[Tree Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2918.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2919.

100570E

[Palindrome Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2920.

100570C

[Subrect Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2921.

100570A

[LCM Query](#) · [Tutorial](#)

Rating: — · first AC: 2015-01-07 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2922.

100500E

[IBM Chill Zone](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2923.

100500G

[Swell Foop](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2924.

100500B

[Conference Room](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2925.

100500A

[Poetry Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2926.

100500C

[ICPC Giveaways](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2927.

100500I

[Hall of Fame](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2928.

100500H

[ICPC Quest](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2929.

100500D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2930.

100500F

[Door Lock](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2931.

100500J

[Bye Bye Russia](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-10 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2932.

100526H

[Highway Hassle](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2933.

100526F

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

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2934.

100526D

[Dropping Directions](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2935.

100526A

[Avoiding the Apocalypse](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2936.

100526I

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

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2937.

100526C

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

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2938.

100526E

[Excellent Engineers](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2939.

100526B

[Button Bashing](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2940.

100526G

[Growling Gears](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2941.

100526J

[Jury Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2942.

100526K

[Key to Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-06 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2943.

1005140

[0x](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · PHP (first AC) · Tags: —
[tourist's solution](#)

2944.

100514H

[Peace of AmericaReunion](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2945.

100514E

[Peace of AmericanWedding](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2946.

100514K

[Crap](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2947.

100514M

[oPlus](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2948.

100514J

[Common](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2949.

100514I

[Peace of AmericanPie](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2950.

100514R

[6227020800](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2951.

100514Q

[Peace of bzjd](#) · [Tutorial](#)

Rating: — · first AC: 2014-11-01 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2952.

100523J

[Cave](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2953.

100523H

[Afternoon Tea](#) · [Tutorial](#)

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2954.

100523A

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

Rating: — · first AC: 2014-10-30 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2955.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2956.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2957.

100484J

[Hexagon Game](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2958.

100484I

[Random Route](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2959.

100484H

[Advertisement](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2960.

100484G

[Highways](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —
[tourist's solution](#)

2961.

100484F

[Dictionary](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2962.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2963.

100484D

[Computer Dialogue](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2964.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2965.

100484B

[Loan](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2966.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2014-09-11 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2967.

100268L

[Wi-fi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2968.

100268B

[Seven Kingdoms](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2969.

100268A

[Fast Food Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2970.

100268J

[Chemicals Monitoring](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2971.

100268F

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2972.

100268D

[Digital Content Protection](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2973.

100268C

[Institute of Advanced Category Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2974.

100268I

[Flood-It](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2975.

100268E

[Credit Card Payment](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2976.

100268H

[Tables](#) · [Tutorial](#)

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2977.

100268G

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

Rating: — · first AC: 2013-10-30 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2978.

100228M

[Square, Segments and Point](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · last AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2979.

100228L

[Young Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2980.

100228K

[Chessboard in FEN](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2981.

100228J

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

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2982.

100228I

[Graph of Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2983.

100228H

[This Takes the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2984.

100228G

[Squadtrees](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2985.

100228F

[Pushing Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2986.

100228E

[Polly Nomials](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2987.

100228D

[Phone Home](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2988.

100228C

[EKG Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2989.

100228B

[Decorations](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2990.

100228A

[Crypto Columns](#) · [Tutorial](#)

Rating: — · first AC: 2013-09-18 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2991.

100153H

[School of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2992.

100153F

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

Rating: — · first AC: 2013-06-04 · Java 7 (first AC) · Tags: —

[tourist's solution](#)

2993.

100153I

[Shepherd's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · Java 7 (first AC) · Tags: —

[tourist's solution](#)

2994.

100153D

[Minimal Cut Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2995.

100153J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · Java 7 (first AC) · Tags: —

[tourist's solution](#)

2996.

100153E

[Shortest Path](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2997.

100153B

[Discount](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2998.

100153A

[War Academy](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)

2999.

100153C

[Dowry](#) · [Tutorial](#)

Rating: — · first AC: 2013-06-04 · Java 7 (first AC) · Tags: —

[tourist's solution](#)

3000.

100153G

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

Rating: — · first AC: 2013-06-04 · GNU C++ (first AC) · Tags: —

[tourist's solution](#)