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Unique solved — trainwithoutpain

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1919B
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1916A
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1896A
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1884A
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10.

1870A

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11.

1863A

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1844A

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1821A

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1804A

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18.

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19.

1799A

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20.

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1750B

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26.

1735A

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27.

1738A

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28.

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1713A

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33.

1658A

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1656A

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1657B

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1657A

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1654B

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1654A

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1646B

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1637A

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43.

1634A

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1616A

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1623A

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48.

1622A

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49.

1615A

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1620A

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1617A

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52.

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53.

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54.

1612A

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55.

1582A

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1586A

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57.

1569A

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59.

1562A

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1556A

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61.

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1515A

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66.

1511A

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67.

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68.

1450A

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69.

1498A

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70.

1491A

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71.

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72.

1484A

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73.

1896B

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74.

1888A

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75.

1794B

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76.

1764B

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1737A

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78.

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1726A

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81.

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82.

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83.

1609A

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84.

1610A

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85.

1612B

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86.

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87.

1970A1

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88.

1916B

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89.

1906A

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90.

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91.

1876A

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92.

1844B

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94.

1785A

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96.

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98.

1634C

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100.

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101.

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103.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[trainwithoutpain's solution](#)

104.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory
[trainwithoutpain's solution](#)

105.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy
[trainwithoutpain's solution](#)

106.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,630 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[trainwithoutpain's solution](#)

107.

1994B

[Fun Game](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

108.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[trainwithoutpain's solution](#)

109.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[trainwithoutpain's solution](#)

110.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[trainwithoutpain's solution](#)

111.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[trainwithoutpain's solution](#)

112.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[trainwithoutpain's solution](#)

113.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[trainwithoutpain's solution](#)

114.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,808 global accepts · Rating: 1100 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[trainwithoutpain's solution](#)

115.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,330 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[trainwithoutpain's solution](#)

116.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[trainwithoutpain's solution](#)

117.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[trainwithoutpain's solution](#)

118.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[trainwithoutpain's solution](#)

119.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trainwithoutpain's solution](#)

120.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trainwithoutpain's solution](#)

121.

1656B

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

Quality: 26,806 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[trainwithoutpain's solution](#)

122.

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

[trainwithoutpain's solution](#)

123.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[trainwithoutpain's solution](#)

124.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[trainwithoutpain's solution](#)

125.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[trainwithoutpain's solution](#)

126.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[trainwithoutpain's solution](#)

127.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[trainwithoutpain's solution](#)

128.

1610B

[Kalindrome Array](#) · [Tutorial](#)

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

129.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[trainwithoutpain's solution](#)

130.

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
[trainwithoutpain's solution](#)

131.

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
[trainwithoutpain's solution](#)

132.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · last AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[trainwithoutpain's solution](#)

133.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,809 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, trees
[trainwithoutpain's solution](#)

134.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[trainwithoutpain's solution](#)

135.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[trainwithoutpain's solution](#)

136.

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[trainwithoutpain's solution](#)

137.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation
[trainwithoutpain's solution](#)

138.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[trainwithoutpain's solution](#)

139.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[trainwithoutpain's solution](#)

140.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[trainwithoutpain's solution](#)

141.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math
[trainwithoutpain's solution](#)

142.

1713C

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

Quality: 18,873 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math
[trainwithoutpain's solution](#)

143.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[trainwithoutpain's solution](#)

144.

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
[trainwithoutpain's solution](#)

145.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[trainwithoutpain's solution](#)

146.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[trainwithoutpain's solution](#)

147.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[trainwithoutpain's solution](#)

148.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees
[trainwithoutpain's solution](#)

149.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[trainwithoutpain's solution](#)

150.

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
[trainwithoutpain's solution](#)

151.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[trainwithoutpain's solution](#)

152.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[trainwithoutpain's solution](#)

153.

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[trainwithoutpain's solution](#)

154.

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
[trainwithoutpain's solution](#)

155.

1889A

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

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

156.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[trainwithoutpain's solution](#)

157.

1868A

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

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

158.

1844C

[Particles](#) · [Tutorial](#)

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

159.

1839C

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

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[trainwithoutpain's solution](#)

160.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings
[trainwithoutpain's solution](#)

161.

1819A

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

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

162.

1815A

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

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[trainwithoutpain's solution](#)

163.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[trainwithoutpain's solution](#)

164.

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers
[trainwithoutpain's solution](#)

165.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,467 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[trainwithoutpain's solution](#)

166.

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[trainwithoutpain's solution](#)

167.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[trainwithoutpain's solution](#)

168.

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

[trainwithoutpain's solution](#)

169.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[trainwithoutpain's solution](#)

170.

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

[trainwithoutpain's solution](#)

171.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[trainwithoutpain's solution](#)

172.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[trainwithoutpain's solution](#)

173.

1612C

[Chat Ban](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

174.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[trainwithoutpain's solution](#)

175.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[trainwithoutpain's solution](#)

176.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[trainwithoutpain's solution](#)

177.

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: games

[trainwithoutpain's solution](#)

178.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[trainwithoutpain's solution](#)

179.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy,

implementation, math, sortings

[trainwithoutpain's solution](#)

180.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[trainwithoutpain's solution](#)

181.

1909C

[Heavy Intervals](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

182.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[trainwithoutpain's solution](#)

183.

1888D1

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

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

[trainwithoutpain's solution](#)

184.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[trainwithoutpain's solution](#)

185.

1863D

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

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

[trainwithoutpain's solution](#)

186.

1844D

[Row Major](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

187.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[trainwithoutpain's solution](#)

188.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[trainwithoutpain's solution](#)

189.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[trainwithoutpain's solution](#)

190.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[trainwithoutpain's solution](#)

191.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[trainwithoutpain's solution](#)

192.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[trainwithoutpain's solution](#)

193.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[trainwithoutpain's solution](#)

194.

1609C

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

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

[trainwithoutpain's solution](#)

195.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[trainwithoutpain's solution](#)

196.

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

[trainwithoutpain's solution](#)

197.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[trainwithoutpain's solution](#)

198.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[trainwithoutpain's solution](#)

199.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory,

sortings

[trainwithoutpain's solution](#)

200.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[trainwithoutpain's solution](#)

201.

1817A

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

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

[trainwithoutpain's solution](#)

202.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

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203.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

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204.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory

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205.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

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206.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

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207.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

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208.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[trainwithoutpain's solution](#)

209.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trainwithoutpain's solution](#)

210.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[trainwithoutpain's solution](#)

211.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[trainwithoutpain's solution](#)

212.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[trainwithoutpain's solution](#)

213.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[trainwithoutpain's solution](#)

214.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[trainwithoutpain's solution](#)

215.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[trainwithoutpain's solution](#)

216.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[trainwithoutpain's solution](#)

217.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[trainwithoutpain's solution](#)

218.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[trainwithoutpain's solution](#)

219.

1506E

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Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[trainwithoutpain's solution](#)

220.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[trainwithoutpain's solution](#)

221.

1994C

[Hungry Games](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

222.

1801A

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

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

[trainwithoutpain's solution](#)

223.

1796C

[Maximum Set](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

224.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-01 · last AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[trainwithoutpain's solution](#)

225.

1787C

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

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

[trainwithoutpain's solution](#)

226.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[trainwithoutpain's solution](#)

227.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[trainwithoutpain's solution](#)

228.

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

[trainwithoutpain's solution](#)

229.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[trainwithoutpain's solution](#)

230.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math
[trainwithoutpain's solution](#)

231.

1609D

[Social Network](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

232.

1612D

[X-Magic Pair](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

233.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[trainwithoutpain's solution](#)

234.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[trainwithoutpain's solution](#)

235.

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

[trainwithoutpain's solution](#)

236.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,289 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[trainwithoutpain's solution](#)

237.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[trainwithoutpain's solution](#)

238.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[trainwithoutpain's solution](#)

239.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[trainwithoutpain's solution](#)

240.

1484C

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[trainwithoutpain's solution](#)

241.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[trainwithoutpain's solution](#)

242.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[trainwithoutpain's solution](#)

243.

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
[trainwithoutpain's solution](#)

244.

1916D

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

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

245.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[trainwithoutpain's solution](#)

246.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[trainwithoutpain's solution](#)

247.

1889B

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

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

248.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[trainwithoutpain's solution](#)

249.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math
[trainwithoutpain's solution](#)

250.

1810D

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

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[trainwithoutpain's solution](#)

251.

1799C

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

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[trainwithoutpain's solution](#)

252.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math
[trainwithoutpain's solution](#)

253.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory
[trainwithoutpain's solution](#)

254.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[trainwithoutpain's solution](#)

255.

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp
[trainwithoutpain's solution](#)

256.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math
[trainwithoutpain's solution](#)

257.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[trainwithoutpain's solution](#)

258.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[trainwithoutpain's solution](#)

259.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[trainwithoutpain's solution](#)

260.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[trainwithoutpain's solution](#)

261.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

math

[trainwithoutpain's solution](#)

262.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[trainwithoutpain's solution](#)

263.

1970E1

[Trails \(Easy\)](#) · [Tutorial](#)

Quality: 3,426 global accepts · Rating: 1800 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

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264.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[trainwithoutpain's solution](#)

265.

1852B

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

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[trainwithoutpain's solution](#)

266.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[trainwithoutpain's solution](#)

267.

1824B1

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

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

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268.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[trainwithoutpain's solution](#)

269.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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270.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[trainwithoutpain's solution](#)

271.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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272.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

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273.

1732C1

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

Quality: 7,574 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[trainwithoutpain's solution](#)

274.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

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275.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[trainwithoutpain's solution](#)

276.

672C

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

Rating: 1800 · first AC: 2022-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[trainwithoutpain's solution](#)

277.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

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278.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[trainwithoutpain's solution](#)

279.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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280.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[trainwithoutpain's solution](#)

281.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[trainwithoutpain's solution](#)

282.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[trainwithoutpain's solution](#)

283.

1586D

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

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

[trainwithoutpain's solution](#)

284.

1575D

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

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[trainwithoutpain's solution](#)

285.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[trainwithoutpain's solution](#)

286.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[trainwithoutpain's solution](#)

287.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[trainwithoutpain's solution](#)

288.

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

[trainwithoutpain's solution](#)

289.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[trainwithoutpain's solution](#)

290.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[trainwithoutpain's solution](#)

291.

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

[trainwithoutpain's solution](#)

292.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[trainwithoutpain's solution](#)

293.

1970B1

[Exact Neighbours \(Easy\)](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[trainwithoutpain's solution](#)

294.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,926 global accepts · Rating: 1900 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees
[trainwithoutpain's solution](#)

295.

1909D

[Split Plus K](#) · [Tutorial](#)

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

296.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp
[trainwithoutpain's solution](#)

297.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths
[trainwithoutpain's solution](#)

298.

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
[trainwithoutpain's solution](#)

299.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings
[trainwithoutpain's solution](#)

300.

1842D

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

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

301.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[trainwithoutpain's solution](#)

302.

1817B

[Fish Graph](#) · [Tutorial](#)

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

dfs and similar, graphs

[trainwithoutpain's solution](#)

303.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[trainwithoutpain's solution](#)

304.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[trainwithoutpain's solution](#)

305.

1801C

[Music Festival](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

306.

1794D

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

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[trainwithoutpain's solution](#)

307.

1799D1

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

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

[trainwithoutpain's solution](#)

308.

1785B

[Letter Exchange](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

309.

1787D

[Game on Axis](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

310.

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

[trainwithoutpain's solution](#)

311.

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

[trainwithoutpain's solution](#)

312.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[trainwithoutpain's solution](#)

313.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[trainwithoutpain's solution](#)

314.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[trainwithoutpain's solution](#)

315.

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

[trainwithoutpain's solution](#)

316.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[trainwithoutpain's solution](#)

317.

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

[trainwithoutpain's solution](#)

318.

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[trainwithoutpain's solution](#)

319.

1970E2

[Trails \(Medium\)](#) · [Tutorial](#)

Quality: 2,056 global accepts · Rating: 2000 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[trainwithoutpain's solution](#)

320.

1889C1

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

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

[trainwithoutpain's solution](#)

321.

1830B

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

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

[trainwithoutpain's solution](#)

322.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees,

two pointers

[trainwithoutpain's solution](#)

323.

1815B

[Sum Graph](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

324.

1804D

[Accommodation](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

325.

1796D

[Maximum Subarray](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

326.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[trainwithoutpain's solution](#)

327.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[trainwithoutpain's solution](#)

328.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[trainwithoutpain's solution](#)

329.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[trainwithoutpain's solution](#)

330.

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

[trainwithoutpain's solution](#)

331.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[trainwithoutpain's solution](#)

332.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[trainwithoutpain's solution](#)

333.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[trainwithoutpain's solution](#)

334.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[trainwithoutpain's solution](#)

335.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[trainwithoutpain's solution](#)

336.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[trainwithoutpain's solution](#)

337.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[trainwithoutpain's solution](#)

338.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[trainwithoutpain's solution](#)

339.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[trainwithoutpain's solution](#)

340.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[trainwithoutpain's solution](#)

341.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[trainwithoutpain's solution](#)

342.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[trainwithoutpain's solution](#)

343.

1970B2

[Exact Neighbours \(Medium\)](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[trainwithoutpain's solution](#)

344.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[trainwithoutpain's solution](#)

345.

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

[trainwithoutpain's solution](#)

346.

1919D

[01 Tree](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

347.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[trainwithoutpain's solution](#)

348.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[trainwithoutpain's solution](#)

349.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[trainwithoutpain's solution](#)

350.

1876C

[Autosynthesis](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

351.

1863E

[Speedrun](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

352.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[trainwithoutpain's solution](#)

353.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings

[trainwithoutpain's solution](#)

354.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[trainwithoutpain's solution](#)

355.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[trainwithoutpain's solution](#)

356.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[trainwithoutpain's solution](#)

357.

1799D2

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

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

[trainwithoutpain's solution](#)

358.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[trainwithoutpain's solution](#)

359.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[trainwithoutpain's solution](#)

360.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[trainwithoutpain's solution](#)

361.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

[trainwithoutpain's solution](#)

362.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[trainwithoutpain's solution](#)

363.

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

[trainwithoutpain's solution](#)

364.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[trainwithoutpain's solution](#)

365.

1575L

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

Quality: 1,707 global accepts · Rating: 2100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[trainwithoutpain's solution](#)

366.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[trainwithoutpain's solution](#)

367.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, math

[trainwithoutpain's solution](#)

368.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · last AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[trainwithoutpain's solution](#)

369.

1484E

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[trainwithoutpain's solution](#)

370.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[trainwithoutpain's solution](#)

371.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[trainwithoutpain's solution](#)

372.

1909F1

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

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

373.

1906H

[Twin Friends · Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[trainwithoutpain's solution](#)

374.

1832E

[Combinatorics Problem · Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp
[trainwithoutpain's solution](#)

375.

1815C

[Between · Tutorial](#)

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

376.

1788E

[Sum Over Zero · Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · last AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp
[trainwithoutpain's solution](#)

377.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths
[trainwithoutpain's solution](#)

378.

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
[trainwithoutpain's solution](#)

379.

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
[trainwithoutpain's solution](#)

380.

1646E

[Power Board · Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
[trainwithoutpain's solution](#)

381.

1616E

[Lexicographically Small Enough · Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings
[trainwithoutpain's solution](#)

382.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy
[trainwithoutpain's solution](#)

383.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees
[trainwithoutpain's solution](#)

384.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
[trainwithoutpain's solution](#)

385.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[trainwithoutpain's solution](#)

386.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
[trainwithoutpain's solution](#)

387.

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
[trainwithoutpain's solution](#)

388.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
[trainwithoutpain's solution](#)

389.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[trainwithoutpain's solution](#)

390.

1970F3

[Playing Quidditch \(Hard\)](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[trainwithoutpain's solution](#)

391.

1970F2

[Playing Quidditch \(Medium\)](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[trainwithoutpain's solution](#)

392.

1970F1

[Playing Quidditch \(Easy\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[trainwithoutpain's solution](#)

393.

1970B3

[Exact Neighbours \(Hard\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[trainwithoutpain's solution](#)

394.

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
[trainwithoutpain's solution](#)

395.

1919F1

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

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

396.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[trainwithoutpain's solution](#)

397.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths
[trainwithoutpain's solution](#)

398.

1842E

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

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

399.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory
[trainwithoutpain's solution](#)

400.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees
[trainwithoutpain's solution](#)

401.

1799E

[City Union](#) · [Tutorial](#)

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

402.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[trainwithoutpain's solution](#)

403.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[trainwithoutpain's solution](#)

404.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[trainwithoutpain's solution](#)

405.

1575I

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

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[trainwithoutpain's solution](#)

406.

1575B

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

Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[trainwithoutpain's solution](#)

407.

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

[trainwithoutpain's solution](#)

408.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[trainwithoutpain's solution](#)

409.

1970A3

[Balanced Unshuffle \(Hard\)](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, trees

[trainwithoutpain's solution](#)

410.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[trainwithoutpain's solution](#)

411.

1909E

[Multiple Lamps](#) · [Tutorial](#)

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

[trainwithoutpain's solution](#)

412.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math
[trainwithoutpain's solution](#)

413.

1874B

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

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

414.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive
[trainwithoutpain's solution](#)

415.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[trainwithoutpain's solution](#)

416.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
[trainwithoutpain's solution](#)

417.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[trainwithoutpain's solution](#)

418.

1819C

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

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[trainwithoutpain's solution](#)

419.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[trainwithoutpain's solution](#)

420.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees
[trainwithoutpain's solution](#)

421.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[trainwithoutpain's solution](#)

422.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[trainwithoutpain's solution](#)

423.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory
[trainwithoutpain's solution](#)

424.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[trainwithoutpain's solution](#)

425.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy
[trainwithoutpain's solution](#)

426.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[trainwithoutpain's solution](#)

427.

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
[trainwithoutpain's solution](#)

428.

73E

[Morrowindows](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2400 · first AC: 2022-08-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[trainwithoutpain's solution](#)

429.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices
[trainwithoutpain's solution](#)

430.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[trainwithoutpain's solution](#)

431.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math
[trainwithoutpain's solution](#)

432.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices
[trainwithoutpain's solution](#)

433.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy
[trainwithoutpain's solution](#)

434.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[trainwithoutpain's solution](#)

435.

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
[trainwithoutpain's solution](#)

436.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[trainwithoutpain's solution](#)

437.

1484F

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
[trainwithoutpain's solution](#)

438.

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
[trainwithoutpain's solution](#)

439.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[trainwithoutpain's solution](#)

440.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[trainwithoutpain's solution](#)

441.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math
[trainwithoutpain's solution](#)

442.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[trainwithoutpain's solution](#)

443.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[trainwithoutpain's solution](#)

444.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[trainwithoutpain's solution](#)

445.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[trainwithoutpain's solution](#)

446.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[trainwithoutpain's solution](#)

447.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[trainwithoutpain's solution](#)

448.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, graphs, math

[trainwithoutpain's solution](#)

449.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[trainwithoutpain's solution](#)

450.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,157 global accepts · Rating: 2500 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[trainwithoutpain's solution](#)

451.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[trainwithoutpain's solution](#)

452.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[trainwithoutpain's solution](#)

453.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[trainwithoutpain's solution](#)

454.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[trainwithoutpain's solution](#)

455.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[trainwithoutpain's solution](#)

456.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[trainwithoutpain's solution](#)

457.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[trainwithoutpain's solution](#)

458.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[trainwithoutpain's solution](#)

459.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[trainwithoutpain's solution](#)

460.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[trainwithoutpain's solution](#)

461.

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

[trainwithoutpain's solution](#)

462.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[trainwithoutpain's solution](#)

463.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[trainwithoutpain's solution](#)

464.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[trainwithoutpain's solution](#)

465.

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

[trainwithoutpain's solution](#)

466.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[trainwithoutpain's solution](#)

467.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[trainwithoutpain's solution](#)

468.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[trainwithoutpain's solution](#)

469.

1827C

[Palindrome Partition](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[trainwithoutpain's solution](#)

470.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[trainwithoutpain's solution](#)

471.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2023-04-15 · last AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[trainwithoutpain's solution](#)

472.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[trainwithoutpain's solution](#)

473.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings
[trainwithoutpain's solution](#)

474.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[trainwithoutpain's solution](#)

475.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[trainwithoutpain's solution](#)

476.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[trainwithoutpain's solution](#)

477.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[trainwithoutpain's solution](#)

478.

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
[trainwithoutpain's solution](#)

479.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[trainwithoutpain's solution](#)

480.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[trainwithoutpain's solution](#)

481.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu
[trainwithoutpain's solution](#)

482.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings, two pointers
[trainwithoutpain's solution](#)

483.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-04-11 · last AC: 2023-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings
[trainwithoutpain's solution](#)

484.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[trainwithoutpain's solution](#)

485.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[trainwithoutpain's solution](#)

486.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[trainwithoutpain's solution](#)

487.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math
[trainwithoutpain's solution](#)

488.

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
[trainwithoutpain's solution](#)

489.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
[trainwithoutpain's solution](#)

490.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[trainwithoutpain's solution](#)

491.

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
[trainwithoutpain's solution](#)

492.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[trainwithoutpain's solution](#)

493.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[trainwithoutpain's solution](#)

494.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, interactive, math, probabilities

[trainwithoutpain's solution](#)

495.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[trainwithoutpain's solution](#)

496.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[trainwithoutpain's solution](#)

497.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings

[trainwithoutpain's solution](#)

498.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[trainwithoutpain's solution](#)

499.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[trainwithoutpain's solution](#)

500.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[trainwithoutpain's solution](#)

501.

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

[trainwithoutpain's solution](#)

502.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

503.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

504.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

505.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

506.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

507.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

508.

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

509.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

510.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

511.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

512.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

513.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

514.

100609G

[Galaxy Interconnection](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

515.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[trainwithoutpain's solution](#)

516.

101471C

[Mission Improbable](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

517.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[trainwithoutpain's solution](#)

518.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

519.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[trainwithoutpain's solution](#)

520.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · Python 3 (first AC) · Tags: —
[trainwithoutpain's solution](#)

521.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

522.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

523.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

524.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

525.

104633O

[Which Planet is This?! · Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

526.

104633E

[Landscape Generator · Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

527.

104633G

[Opportunity Cost · Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

528.

100078D

[Domestic Networks · Tutorial](#)

Rating: — · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

529.

102482I

[Triangles · Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

530.

102482A

[Catch the Plane · Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

531.

102482H

[Single Cut of Failure · Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

532.

102482K

[Wireless is the New Fiber · Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

533.

102482F

[Go with the Flow · Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

534.

102482B

[Comma Sprinkler · Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

535.

102511G

[First of Her Name · Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

536.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

537.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

538.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

539.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

540.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

541.

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

542.

104013H

[Heroes of Coin Flipping](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

543.

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

544.

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

545.

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

546.

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

547.

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

548.

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

549.

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

550.

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

551.

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

552.

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

553.

100088A

[A](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

554.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

555.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

556.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

557.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

558.

103102I

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

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

559.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

560.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

561.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

562.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, brute force, implementation
[trainwithoutpain's solution](#)

563.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · Python 3 (first AC) · Tags: *special, expression parsing, strings
[trainwithoutpain's solution](#)

564.

1041552

[A TO C](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[trainwithoutpain's solution](#)

565.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

566.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

567.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

568.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

569.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

570.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

571.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

572.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

573.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

574.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

575.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

576.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

577.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

578.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

579.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

580.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

581.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

582.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

583.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

584.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

585.

104008C

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

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

586.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

587.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

588.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

589.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

590.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

591.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

592.

104012I

[IQ Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

593.

104012G

[Greatest Common Divisor](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

594.

104012M

[Mex and Cards](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

595.

104012D

[Dice Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

596.

104012F

[Focusing on Costs](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[trainwithoutpain's solution](#)

597.

104012E

[Easily Distinguishable Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

598.

104012K

[K-Shaped Figures](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

599.

104012B

[Bricks in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

600.

104012C

[Computer Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

601.

104012L

[Limited Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[trainwithoutpain's solution](#)

602.

104012N

[New Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

603.

104012A

[Absolutely Flat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

604.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[trainwithoutpain's solution](#)

605.

103688J

[JOJO's Happy Tree Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[trainwithoutpain's solution](#)

606.

103688B

[Lovely Fish](#) · [Tutorial](#)

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622.

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