

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

<https://cfelitetracker.vercel.app>

# Unique solved — trjyyds

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

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

Filters: none

Count: 1,268

- 1.**  
2037B  
[Intercepted Inputs](#) · [Tutorial](#)  
Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation  
[trjyyds's solution](#)
- 2.**  
2037A  
[Twice](#) · [Tutorial](#)  
Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)
- 3.**  
2031A  
[Penchick and Modern Monument](#) · [Tutorial](#)  
Quality: 20,950 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math  
[trjyyds's solution](#)
- 4.**  
2027A  
[Rectangle Arrangement](#) · [Tutorial](#)  
Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math  
[trjyyds's solution](#)
- 5.**  
2032A  
[Circuit](#) · [Tutorial](#)  
Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory  
[trjyyds's solution](#)
- 6.**  
2036B  
[Startup](#) · [Tutorial](#)  
Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[trjyyds's solution](#)
- 7.**  
2036A  
[Quintomania](#) · [Tutorial](#)  
Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)
- 8.**  
2035A  
[Sliding](#) · [Tutorial](#)  
Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)
- 9.**  
2033A  
[Sakurako and Kosuke](#) · [Tutorial](#)  
Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[trjyyds's solution](#)

**10.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,689 global accepts · Rating: 800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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**11.**

2030A

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Quality: 27,585 global accepts · Rating: 800 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[trjyyds's solution](#)

**12.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[trjyyds's solution](#)

**13.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[trjyyds's solution](#)

**14.**

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[trjyyds's solution](#)

**15.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[trjyyds's solution](#)

**16.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[trjyyds's solution](#)

**17.**

2008C

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

Quality: 36,485 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[trjyyds's solution](#)

**18.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,959 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[trjyyds's solution](#)

**19.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,799 global accepts · Rating: 800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[trjyyds's solution](#)

**20.**

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings  
[trjyyds's solution](#)

**21.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings  
[trjyyds's solution](#)

**22.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,435 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[trjyyds's solution](#)

**23.**

1946A

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

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[trjyyds's solution](#)

**24.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,910 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**25.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,223 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**26.**

1950A

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

Quality: 69,464 global accepts · Rating: 800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**27.**

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[trjyyds's solution](#)

**28.**

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[trjyyds's solution](#)

**29.**

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,738 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
[trjyyds's solution](#)

**30.**

1948A

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

Quality: 30,999 global accepts · Rating: 800 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[trjyyds's solution](#)

**31.**

1935A

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

Quality: 30,327 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings  
[trjyyds's solution](#)

**32.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**33.**

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,277 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory  
[trjyyds's solution](#)

**34.**

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,113 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings  
[trjyyds's solution](#)

**35.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation  
[trjyyds's solution](#)

**36.**

1926A

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

Quality: 62,215 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**37.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[trjyyds's solution](#)

**38.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[trjyyds's solution](#)

**39.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,371 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**40.**

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings  
[trjyyds's solution](#)

**41.**

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[trjyyds's solution](#)

42.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,946 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[trjyyds's solution](#)

43.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[trjyyds's solution](#)

44.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,731 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[trjyyds's solution](#)

45.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,104 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[trjyyds's solution](#)

46.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,958 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[trjyyds's solution](#)

47.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,717 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[trjyyds's solution](#)

48.

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[trjyyds's solution](#)

49.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,593 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[trjyyds's solution](#)

50.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,351 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[trjyyds's solution](#)

51.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[trjyyds's solution](#)

52.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[trjyyds's solution](#)

**53.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**54.**

1409A

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

Quality: 80,444 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**55.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**56.**

1433A

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

Quality: 62,662 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**57.**

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**58.**

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities  
[trjyyds's solution](#)

**59.**

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings  
[trjyyds's solution](#)

**60.**

1462A

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

Quality: 48,980 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers  
[trjyyds's solution](#)

**61.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,853 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math  
[trjyyds's solution](#)

**62.**

1472A

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

Quality: 45,526 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**63.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[trjyyds's solution](#)

64.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[trjyyds's solution](#)

65.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

66.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: math  
[trjyyds's solution](#)

67.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

68.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,129 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[trjyyds's solution](#)

69.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,199 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation  
[trjyyds's solution](#)

70.

1915B

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

Quality: 50,362 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation  
[trjyyds's solution](#)

71.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,822 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation  
[trjyyds's solution](#)

72.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,637 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[trjyyds's solution](#)

73.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,466 global accepts · Rating: 800 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[trjyyds's solution](#)

74.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings  
[trjyyds's solution](#)

**75.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,854 global accepts · Rating: 800 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[trjyyds's solution](#)

**76.**

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[trjyyds's solution](#)

**77.**

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[trjyyds's solution](#)

**78.**

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,539 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[trjyyds's solution](#)

**79.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,404 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[trjyyds's solution](#)

**80.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[trjyyds's solution](#)

**81.**

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[trjyyds's solution](#)

**82.**

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,328 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[trjyyds's solution](#)

**83.**

1551A

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

Quality: 58,367 global accepts · Rating: 800 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[trjyyds's solution](#)

**84.**

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[trjyyds's solution](#)

**85.**

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,930 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[trjyyds's solution](#)

86.

1579A

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

Quality: 42,001 global accepts · Rating: 800 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: math, strings  
[trjyyds's solution](#)

87.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

88.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,159 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

89.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,264 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

90.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: math  
[trjyyds's solution](#)

91.

1905A

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

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

92.

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[trjyyds's solution](#)

93.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,161 global accepts · Rating: 800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings  
[trjyyds's solution](#)

94.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,764 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

95.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,257 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[trjyyds's solution](#)

96.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,710 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings  
[trjyyds's solution](#)

**97.**

1898A

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

Quality: 17,427 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[trjyyds's solution](#)

**98.**

1899A

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

Quality: 92,826 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory  
[trjyyds's solution](#)

**99.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,687 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**100.**

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math  
[trjyyds's solution](#)

**101.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**102.**

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**103.**

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[trjyyds's solution](#)

**104.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**105.**

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**106.**

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,832 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**107.**

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,288 global accepts · Rating: 800 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: math  
[trjyyds's solution](#)

**108.**

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,313 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**109.**

1895B

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

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

**110.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math  
[trjyyds's solution](#)

**111.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math  
[trjyyds's solution](#)

**112.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**113.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,411 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[trjyyds's solution](#)

**114.**

1674A

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

Quality: 27,972 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**115.**

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,810 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**116.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,099 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[trjyyds's solution](#)

**117.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,936 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**118.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,638 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[trjyyds's solution](#)

**119.**

1702B

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

Quality: 29,309 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**120.**

1702A

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

Quality: 38,183 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[trjyyds's solution](#)

**121.**

1714C

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

Quality: 33,428 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**122.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,783 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation  
[trjyyds's solution](#)

**123.**

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[trjyyds's solution](#)

**124.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: math  
[trjyyds's solution](#)

**125.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**126.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,805 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**127.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,998 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**128.**

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings  
[trjyyds's solution](#)

**129.**

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation

[trjyyds's solution](#)

**130.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,167 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[trjyyds's solution](#)

**131.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,185 global accepts · Rating: 800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[trjyyds's solution](#)

**132.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math

[trjyyds's solution](#)

**133.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[trjyyds's solution](#)

**134.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,384 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[trjyyds's solution](#)

**135.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,485 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[trjyyds's solution](#)

**136.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,556 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[trjyyds's solution](#)

**137.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,569 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

**138.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,723 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[trjyyds's solution](#)

**139.**

1352A

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

Quality: 104,157 global accepts · Rating: 800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[trjyyds's solution](#)

**140.**

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,641 global accepts · Rating: 800 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[trjyyds's solution](#)

**141.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,655 global accepts · Rating: 800 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[trjyyds's solution](#)

**142.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,443 global accepts · Rating: 800 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

**143.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[trjyyds's solution](#)

**144.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,920 global accepts · Rating: 800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

**145.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,442 global accepts · Rating: 800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[trjyyds's solution](#)

**146.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,768 global accepts · Rating: 800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

**147.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[trjyyds's solution](#)

**148.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,194 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[trjyyds's solution](#)

**149.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[trjyyds's solution](#)

**150.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,651 global accepts · Rating: 800 · first AC: 2023-10-03 · last AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

**151.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,183 global accepts · Rating: 800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[trjyyds's solution](#)

**152.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,469 global accepts · Rating: 800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**153.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,109 global accepts · Rating: 800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[trjyyds's solution](#)

**154.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,341 global accepts · Rating: 800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**155.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,827 global accepts · Rating: 800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[trjyyds's solution](#)

**156.**

1760B

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

Quality: 53,351 global accepts · Rating: 800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[trjyyds's solution](#)

**157.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings  
[trjyyds's solution](#)

**158.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,222 global accepts · Rating: 800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[trjyyds's solution](#)

**159.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation  
[trjyyds's solution](#)

**160.**

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,647 global accepts · Rating: 800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**161.**

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,017 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers  
[trjyyds's solution](#)

**162.**

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,044 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[trjyds's solution](#)

**163.**

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,714 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[trjyds's solution](#)

**164.**

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[trjyds's solution](#)

**165.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[trjyds's solution](#)

**166.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,716 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[trjyds's solution](#)

**167.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,038 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[trjyds's solution](#)

**168.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings  
[trjyds's solution](#)

**169.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,382 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[trjyds's solution](#)

**170.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,452 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[trjyds's solution](#)

**171.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[trjyds's solution](#)

**172.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[trjyds's solution](#)

**173.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**174.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation  
[trjyyds's solution](#)

**175.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**176.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,457 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[trjyyds's solution](#)

**177.**

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math  
[trjyyds's solution](#)

**178.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,079 global accepts · Rating: 800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[trjyyds's solution](#)

**179.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**180.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,384 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[trjyyds's solution](#)

**181.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[trjyyds's solution](#)

**182.**

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,900 global accepts · Rating: 800 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**183.**

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[trjyyds's solution](#)

**184.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[trjyyds's solution](#)

**185.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[trjyyds's solution](#)

**186.**

1846B

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

Quality: 28,920 global accepts · Rating: 800 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[trjyyds's solution](#)

**187.**

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[trjyyds's solution](#)

**188.**

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[trjyyds's solution](#)

**189.**

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[trjyyds's solution](#)

**190.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[trjyyds's solution](#)

**191.**

1845A

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

Quality: 47,389 global accepts · Rating: 800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[trjyyds's solution](#)

**192.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers

[trjyyds's solution](#)

**193.**

1843C

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

Quality: 39,502 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[trjyyds's solution](#)

**194.**

1843A

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

Quality: 37,315 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
[trjyyds's solution](#)

**195.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[trjyyds's solution](#)

**196.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**197.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[trjyyds's solution](#)

**198.**

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[trjyyds's solution](#)

**199.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings, two pointers  
[trjyyds's solution](#)

**200.**

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**201.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[trjyyds's solution](#)

**202.**

1622A

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

Quality: 32,036 global accepts · Rating: 800 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[trjyyds's solution](#)

**203.**

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[trjyyds's solution](#)

**204.**

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[trjyyds's solution](#)

**205.**

1831A

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

Quality: 46,324 global accepts · Rating: 800 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[trjyyds's solution](#)

**206.**

1837A

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

Quality: 54,860 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**207.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**208.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**209.**

1790A

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

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings  
[trjyyds's solution](#)

**210.**

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,606 global accepts · Rating: 800 · first AC: 2023-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**211.**

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[trjyyds's solution](#)

**212.**

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**213.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**214.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,902 global accepts · Rating: 800 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[trjyyds's solution](#)

**215.**

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**216.**

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**217.**

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[trjyyds's solution](#)

**218.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**219.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[trjyyds's solution](#)

**220.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**221.**

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**222.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy  
[trjyyds's solution](#)

**223.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[trjyyds's solution](#)

**224.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation  
[trjyyds's solution](#)

**225.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,076 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**226.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[trjyyds's solution](#)

**227.**

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**228.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,070 global accepts · Rating: 800 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[trjyyds's solution](#)

**229.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[trjyyds's solution](#)

**230.**

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[trjyyds's solution](#)

**231.**

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**232.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math  
[trjyyds's solution](#)

**233.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**234.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**235.**

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[trjyyds's solution](#)

**236.**

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[trjyyds's solution](#)

**237.**

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,777 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[trjyyds's solution](#)

**238.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[trjyyds's solution](#)

**239.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[trjyyds's solution](#)

**240.**

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,865 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, number theory

[trjyyds's solution](#)

**241.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[trjyyds's solution](#)

**242.**

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,481 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[trjyyds's solution](#)

**243.**

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

**244.**

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, strings

[trjyyds's solution](#)

**245.**

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[trjyyds's solution](#)

**246.**

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,977 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[trjyyds's solution](#)

**247.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,962 global accepts · Rating: 800 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[trjyyds's solution](#)

**248.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,935 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[trjyyds's solution](#)

## 249.

1810A

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

Quality: 21,913 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[trjyyds's solution](#)

## 250.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[trjyyds's solution](#)

## 251.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[trjyyds's solution](#)

## 252.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

## 253.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[trjyyds's solution](#)

## 254.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[trjyyds's solution](#)

## 255.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

## 256.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[trjyyds's solution](#)

## 257.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

## 258.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[trjyyds's solution](#)

**259.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings  
[trjyyds's solution](#)

**260.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**261.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**262.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math  
[trjyyds's solution](#)

**263.**

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[trjyyds's solution](#)

**264.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 800 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[trjyyds's solution](#)

**265.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**266.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**267.**

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**268.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[trjyyds's solution](#)

**269.**

1783A

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

Quality: 48,764 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings  
[trjyyds's solution](#)

**270.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[trjyyds's solution](#)

**271.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[trjyyds's solution](#)

**272.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[trjyyds's solution](#)

**273.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,443 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**274.**

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**275.**

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[trjyyds's solution](#)

**276.**

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**277.**

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[trjyyds's solution](#)

**278.**

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings  
[trjyyds's solution](#)

**279.**

2026A

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

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[trjyyds's solution](#)

**280.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, number theory

[trjyds's solution](#)

**281.**

2033B

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

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[trjyds's solution](#)

**282.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,254 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[trjyds's solution](#)

**283.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,549 global accepts · Rating: 900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[trjyds's solution](#)

**284.**

1927B

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

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[trjyds's solution](#)

**285.**

1374B

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

Quality: 71,599 global accepts · Rating: 900 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[trjyds's solution](#)

**286.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[trjyds's solution](#)

**287.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[trjyds's solution](#)

**288.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[trjyds's solution](#)

**289.**

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[trjyds's solution](#)

**290.**

1475B

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

Quality: 57,268 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[trjyds's solution](#)

**291.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,853 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[trjyyds's solution](#)

**292.**

1915D

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

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[trjyyds's solution](#)

**293.**

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,606 global accepts · Rating: 900 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**294.**

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,659 global accepts · Rating: 900 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math  
[trjyyds's solution](#)

**295.**

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[trjyyds's solution](#)

**296.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[trjyyds's solution](#)

**297.**

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math  
[trjyyds's solution](#)

**298.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**299.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: math  
[trjyyds's solution](#)

**300.**

1675B

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

Quality: 43,306 global accepts · Rating: 900 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**301.**

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**302.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,503 global accepts · Rating: 900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**303.**

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[trjyyds's solution](#)

**304.**

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math  
[trjyyds's solution](#)

**305.**

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[trjyyds's solution](#)

**306.**

1875A

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

Quality: 47,032 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
[trjyyds's solution](#)

**307.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,098 global accepts · Rating: 900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**308.**

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,675 global accepts · Rating: 900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: math  
[trjyyds's solution](#)

**309.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**310.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,950 global accepts · Rating: 900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[trjyyds's solution](#)

**311.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[trjyyds's solution](#)

**312.**

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[trjyyds's solution](#)

**313.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,708 global accepts · Rating: 900 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math  
[trjyyds's solution](#)

**314.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy  
[trjyyds's solution](#)

**315.**

1837B

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

Quality: 50,124 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**316.**

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[trjyyds's solution](#)

**317.**

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,327 global accepts · Rating: 900 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[trjyyds's solution](#)

**318.**

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 900 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**319.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · last AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[trjyyds's solution](#)

**320.**

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation  
[trjyyds's solution](#)

**321.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[trjyyds's solution](#)

**322.**

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,907 global accepts · Rating: 900 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[trjyyds's solution](#)

**323.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[trjyyds's solution](#)

**324.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[trjyyds's solution](#)

**325.**

1779B

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

Quality: 25,067 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**326.**

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[trjyyds's solution](#)

**327.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math  
[trjyyds's solution](#)

**328.**

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[trjyyds's solution](#)

**329.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[trjyyds's solution](#)

**330.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,950 global accepts · Rating: 1000 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
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**331.**

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math  
[trjyyds's solution](#)

**332.**

1506C

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

Quality: 35,644 global accepts · Rating: 1000 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings  
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**333.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
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**334.**

1579E1

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

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[trjyds's solution](#)

**335.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[trjyds's solution](#)

**336.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings  
[trjyds's solution](#)

**337.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings  
[trjyds's solution](#)

**338.**

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings  
[trjyds's solution](#)

**339.**

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2023-11-10 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[trjyds's solution](#)

**340.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[trjyds's solution](#)

**341.**

1674C

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

Quality: 26,358 global accepts · Rating: 1000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, strings  
[trjyds's solution](#)

**342.**

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,065 global accepts · Rating: 1000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[trjyds's solution](#)

**343.**

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[trjyds's solution](#)

**344.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[trjyds's solution](#)

**345.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[trjyyds's solution](#)

**346.**

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings  
[trjyyds's solution](#)

**347.**

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[trjyyds's solution](#)

**348.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[trjyyds's solution](#)

**349.**

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers  
[trjyyds's solution](#)

**350.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings  
[trjyyds's solution](#)

**351.**

1858C

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Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[trjyyds's solution](#)

**352.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[trjyyds's solution](#)

**353.**

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,486 global accepts · Rating: 1000 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[trjyyds's solution](#)

**354.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[trjyyds's solution](#)

**355.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[trjyyds's solution](#)

**356.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,114 global accepts · Rating: 1000 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

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**357.**

1844B

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

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[trjyyds's solution](#)

**358.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · last AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[trjyyds's solution](#)

**359.**

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[trjyyds's solution](#)

**360.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,592 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[trjyyds's solution](#)

**361.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[trjyyds's solution](#)

**362.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,069 global accepts · Rating: 1000 · first AC: 2023-05-28 · last AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

**363.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

**364.**

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[trjyyds's solution](#)

**365.**

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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**366.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[trjyyds's solution](#)

**367.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,779 global accepts · Rating: 1000 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[trjyyds's solution](#)

**368.**

1816B

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

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

**369.**

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[trjyyds's solution](#)

**370.**

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

**371.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[trjyyds's solution](#)

**372.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[trjyyds's solution](#)

**373.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[trjyyds's solution](#)

**374.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[trjyyds's solution](#)

**375.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[trjyyds's solution](#)

**376.**

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[trjyds's solution](#)

**377.**

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[trjyds's solution](#)

**378.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[trjyds's solution](#)

**379.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[trjyds's solution](#)

**380.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[trjyds's solution](#)

**381.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[trjyds's solution](#)

**382.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[trjyds's solution](#)

**383.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[trjyds's solution](#)

**384.**

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,462 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[trjyds's solution](#)

**385.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 1100 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[trjyds's solution](#)

**386.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[trjyds's solution](#)

**387.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[trjyyds's solution](#)

**388.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[trjyyds's solution](#)

**389.**

1950D

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

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, number theory  
[trjyyds's solution](#)

**390.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms  
[trjyyds's solution](#)

**391.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[trjyyds's solution](#)

**392.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,374 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory  
[trjyyds's solution](#)

**393.**

1932B

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Quality: 23,669 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory  
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**394.**

1360C

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Quality: 36,786 global accepts · Rating: 1100 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings  
[trjyyds's solution](#)

**395.**

1426C

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

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math  
[trjyyds's solution](#)

**396.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math  
[trjyyds's solution](#)

**397.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,346 global accepts · Rating: 1100 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs  
[trjyyds's solution](#)

**398.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings  
[trjyyds's solution](#)

**399.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,831 global accepts · Rating: 1100 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math  
[trjyyds's solution](#)

**400.**

1506B

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

Quality: 21,154 global accepts · Rating: 1100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**401.**

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[trjyyds's solution](#)

**402.**

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers  
[trjyyds's solution](#)

**403.**

1917B

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

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings  
[trjyyds's solution](#)

**404.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings  
[trjyyds's solution](#)

**405.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**406.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,807 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[trjyyds's solution](#)

**407.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[trjyyds's solution](#)

**408.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[trjyyds's solution](#)

**409.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[trjyyds's solution](#)

**410.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[trjyyds's solution](#)

**411.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,884 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[trjyyds's solution](#)

**412.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[trjyyds's solution](#)

**413.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,410 global accepts · Rating: 1100 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[trjyyds's solution](#)

**414.**

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,842 global accepts · Rating: 1100 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[trjyyds's solution](#)

**415.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

**416.**

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[trjyyds's solution](#)

**417.**

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[trjyyds's solution](#)

**418.**

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[trjyyds's solution](#)

**419.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[trjyyds's solution](#)

**420.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[trjyyds's solution](#)

**421.**

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,392 global accepts · Rating: 1100 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[trjyyds's solution](#)

**422.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[trjyyds's solution](#)

**423.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,628 global accepts · Rating: 1100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[trjyyds's solution](#)

**424.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyyds's solution](#)

**425.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[trjyyds's solution](#)

**426.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[trjyyds's solution](#)

**427.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[trjyyds's solution](#)

**428.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[trjyyds's solution](#)

**429.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,118 global accepts · Rating: 1100 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory  
[trjyyds's solution](#)

**430.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[trjyyds's solution](#)

**431.**

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[trjyyds's solution](#)

**432.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings  
[trjyyds's solution](#)

**433.**

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,477 global accepts · Rating: 1100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings  
[trjyyds's solution](#)

**434.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,086 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings  
[trjyyds's solution](#)

**435.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,715 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[trjyyds's solution](#)

**436.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,013 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, implementation, math  
[trjyyds's solution](#)

**437.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths  
[trjyyds's solution](#)

**438.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[trjyyds's solution](#)

**439.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[trjyyds's solution](#)

**440.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · last AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[trjyyds's solution](#)

**441.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[trjyyds's solution](#)

**442.**

1838B

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

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**443.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[trjyyds's solution](#)

**444.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, sortings  
[trjyyds's solution](#)

**445.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers  
[trjyyds's solution](#)

**446.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation  
[trjyyds's solution](#)

**447.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,180 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[trjyyds's solution](#)

**448.**

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[trjyyds's solution](#)

**449.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[trjyyds's solution](#)

**450.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[trjyyds's solution](#)

**451.**

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

**452.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[trjyyds's solution](#)

**453.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[trjyyds's solution](#)

**454.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[trjyyds's solution](#)

**455.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[trjyyds's solution](#)

**456.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[trjyyds's solution](#)

**457.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[trjyyds's solution](#)

**458.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[trjyyds's solution](#)

**459.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[trjyyds's solution](#)

**460.**

1935B

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

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[trjyyds's solution](#)

**461.**

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[trjyyds's solution](#)

**462.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[trjyyds's solution](#)

**463.**

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[trjyyds's solution](#)

**464.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,925 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[trjyyds's solution](#)

**465.**

1399C

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

Quality: 32,658 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[trjyyds's solution](#)

**466.**

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[trjyyds's solution](#)

**467.**

1433D

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

Quality: 30,590 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar

[trjyyds's solution](#)

**468.**

1454C

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

Quality: 22,503 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[trjyyds's solution](#)

**469.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[trjyyds's solution](#)

**470.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[trjyyds's solution](#)

**471.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[trjyyds's solution](#)

**472.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[trjyyds's solution](#)

**473.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math

[trjyyds's solution](#)

**474.**

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[trjyyds's solution](#)

**475.**

1922B

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

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[trjyyds's solution](#)

**476.**

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[trjyyds's solution](#)

**477.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,108 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[trjyyds's solution](#)

**478.**

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,140 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[trjyyds's solution](#)

**479.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,838 global accepts · Rating: 1200 · first AC: 2023-11-30 · last AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute

force, constructive algorithms, greedy

[trjyds's solution](#)

**480.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[trjyds's solution](#)

**481.**

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[trjyds's solution](#)

**482.**

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[trjyds's solution](#)

**483.**

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,759 global accepts · Rating: 1200 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[trjyds's solution](#)

**484.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,573 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[trjyds's solution](#)

**485.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[trjyds's solution](#)

**486.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[trjyds's solution](#)

**487.**

1846D

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

Quality: 22,451 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[trjyds's solution](#)

**488.**

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,853 global accepts · Rating: 1200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[trjyds's solution](#)

**489.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[trjyds's solution](#)

**490.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation  
[trjyyds's solution](#)

**491.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings  
[trjyyds's solution](#)

**492.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math  
[trjyyds's solution](#)

**493.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[trjyyds's solution](#)

**494.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**495.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,298 global accepts · Rating: 1200 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers  
[trjyyds's solution](#)

**496.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**497.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[trjyyds's solution](#)

**498.**

1875B

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

Rating: 1200 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[trjyyds's solution](#)

**499.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[trjyyds's solution](#)

**500.**

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,775 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[trjyyds's solution](#)

**501.**

1853B

[Fibonaccharsis](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math  
[trjyyds's solution](#)

**502.**

1848B

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

Quality: 24,418 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[trjyyds's solution](#)

**503.**

1846C

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

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings  
[trjyyds's solution](#)

**504.**

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees  
[trjyyds's solution](#)

**505.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**506.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**507.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,398 global accepts · Rating: 1200 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math  
[trjyyds's solution](#)

**508.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[trjyyds's solution](#)

**509.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[trjyyds's solution](#)

**510.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,143 global accepts · Rating: 1200 · first AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**511.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 1200 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[trjyyds's solution](#)

**512.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers  
[trjyyds's solution](#)

**513.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,116 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[trjyyds's solution](#)

**514.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings  
[trjyyds's solution](#)

**515.**

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers  
[trjyyds's solution](#)

**516.**

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[trjyyds's solution](#)

**517.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices  
[trjyyds's solution](#)

**518.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy  
[trjyyds's solution](#)

**519.**

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math  
[trjyyds's solution](#)

**520.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,041 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[trjyyds's solution](#)

**521.**

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[trjyyds's solution](#)

**522.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,832 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers  
[trjyyds's solution](#)

**523.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy  
[trjyyds's solution](#)

**524.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,098 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths  
[trjyyds's solution](#)

**525.**

1926D

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

Quality: 18,378 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy  
[trjyyds's solution](#)

**526.**

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,189 global accepts · Rating: 1300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers  
[trjyyds's solution](#)

**527.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,645 global accepts · Rating: 1300 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[trjyyds's solution](#)

**528.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 28,000 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[trjyyds's solution](#)

**529.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[trjyyds's solution](#)

**530.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
[trjyyds's solution](#)

**531.**

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[trjyyds's solution](#)

**532.**

1454D

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

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[trjyyds's solution](#)

**533.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,537 global accepts · Rating: 1300 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math  
[trjyyds's solution](#)

**534.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[trjyyds's solution](#)

**535.**

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers  
[trjyyds's solution](#)

**536.**

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[trjyyds's solution](#)

**537.**

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[trjyyds's solution](#)

**538.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive  
[trjyyds's solution](#)

**539.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[trjyyds's solution](#)

**540.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[trjyyds's solution](#)

**541.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,282 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[trjyyds's solution](#)

**542.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[trjyyds's solution](#)

**543.**

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[trjyyds's solution](#)

**544.**

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[trjyyds's solution](#)

**545.**

1890C

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

Rating: 1300 · first AC: 2023-10-28 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[trjyyds's solution](#)

**546.**

1650D

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

Quality: 14,726 global accepts · Rating: 1300 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[trjyyds's solution](#)

**547.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,016 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings  
[trjyyds's solution](#)

**548.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,775 global accepts · Rating: 1300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees  
[trjyyds's solution](#)

**549.**

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,344 global accepts · Rating: 1300 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees  
[trjyyds's solution](#)

**550.**

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[trjyyds's solution](#)

**551.**

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[trjyyds's solution](#)

**552.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[trjyyds's solution](#)

**553.**

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[trjyyds's solution](#)

**554.**

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[trjyyds's solution](#)

**555.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,193 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[trjyyds's solution](#)

**556.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,155 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[trjyyds's solution](#)

**557.**

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy  
[trjyyds's solution](#)

**558.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,058 global accepts · Rating: 1300 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[trjyyds's solution](#)

**559.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[trjyyds's solution](#)

**560.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math  
[trjyyds's solution](#)

**561.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,331 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, trees  
[trjyyds's solution](#)

**562.**

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[trjyyds's solution](#)

**563.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory  
[trjyyds's solution](#)

**564.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math  
[trjyyds's solution](#)

**565.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[trjyyds's solution](#)

**566.**

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[trjyyds's solution](#)

**567.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,690 global accepts · Rating: 1300 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths  
[trjyyds's solution](#)

**568.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math  
[trjyyds's solution](#)

**569.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[trjyyds's solution](#)

**570.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[trjyyds's solution](#)

**571.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · last AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive  
[trjyyds's solution](#)

**572.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[trjyyds's solution](#)

### 573.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[trjyyds's solution](#)

### 574.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[trjyyds's solution](#)

### 575.

1816C

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

Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[trjyyds's solution](#)

### 576.

1810C

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

Quality: 16,552 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[trjyyds's solution](#)

### 577.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[trjyyds's solution](#)

### 578.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[trjyyds's solution](#)

### 579.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-24 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[trjyyds's solution](#)

### 580.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[trjyyds's solution](#)

### 581.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[trjyyds's solution](#)

### 582.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[trjyyds's solution](#)

**583.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,670 global accepts · Rating: 1400 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[trjyyds's solution](#)

**584.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,437 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[trjyyds's solution](#)

**585.**

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[trjyyds's solution](#)

**586.**

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[trjyyds's solution](#)

**587.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[trjyyds's solution](#)

**588.**

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[trjyyds's solution](#)

**589.**

1374D

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

Quality: 31,100 global accepts · Rating: 1400 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[trjyyds's solution](#)

**590.**

1462D

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

Quality: 18,138 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[trjyyds's solution](#)

**591.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[trjyyds's solution](#)

**592.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[trjyyds's solution](#)

**593.**

1490E

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

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy  
[trjyyds's solution](#)

**594.**

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[trjyyds's solution](#)

**595.**

1520E

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

Quality: 28,615 global accepts · Rating: 1400 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**596.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[trjyyds's solution](#)

**597.**

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[trjyyds's solution](#)

**598.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 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  
[trjyyds's solution](#)

**599.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings  
[trjyyds's solution](#)

**600.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings  
[trjyyds's solution](#)

**601.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings  
[trjyyds's solution](#)

**602.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
[trjyyds's solution](#)

**603.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,584 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms  
[trjyyds's solution](#)

**604.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[trjyyds's solution](#)

**605.**

1894C

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

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation  
[trjyyds's solution](#)

**606.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings  
[trjyyds's solution](#)

**607.**

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math  
[trjyyds's solution](#)

**608.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[trjyyds's solution](#)

**609.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[trjyyds's solution](#)

**610.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings  
[trjyyds's solution](#)

**611.**

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy  
[trjyyds's solution](#)

**612.**

1888C

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[trjyyds's solution](#)

**613.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[trjyyds's solution](#)

**614.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1400 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[trjyyds's solution](#)

**615.**

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[trjyyds's solution](#)

**616.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,970 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[trjyyds's solution](#)

**617.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[trjyyds's solution](#)

**618.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[trjyyds's solution](#)

**619.**

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[trjyyds's solution](#)

**620.**

1844D

[Row Major](#) · [Tutorial](#)

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

[trjyyds's solution](#)

**621.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[trjyyds's solution](#)

**622.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[trjyyds's solution](#)

**623.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[trjyyds's solution](#)

**624.**

1831C

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

Quality: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[trjyyds's solution](#)

**625.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,980 global accepts · Rating: 1400 · first AC: 2023-05-25 · last AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

**626.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[trjyyds's solution](#)

**627.**

1825C

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

Quality: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[trjyyds's solution](#)

**628.**

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[trjyyds's solution](#)

**629.**

1701C

[Schedule Management](#) · [Tutorial](#)

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[trjyyds's solution](#)

**630.**

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[trjyyds's solution](#)

**631.**

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, geometry, math

[trjyyds's solution](#)

**632.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,881 global accepts · Rating: 1400 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[trjyyds's solution](#)

**633.**

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy, implementation, strings, two pointers

[trjyyds's solution](#)

**634.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[trjyyds's solution](#)

**635.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[trjyyds's solution](#)

**636.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[trjyyds's solution](#)

**637.**

2008E

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

Quality: 13,230 global accepts · Rating: 1500 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[trjyyds's solution](#)

**638.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[trjyyds's solution](#)

**639.**

1997D

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

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[trjyyds's solution](#)

**640.**

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory, strings

[trjyyds's solution](#)

**641.**

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search

[trjyyds's solution](#)

**642.**

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[trjyyds's solution](#)

**643.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[trjyyds's solution](#)

**644.**

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[trjyyds's solution](#)

**645.**

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[trjyyds's solution](#)

**646.**

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[trjyyds's solution](#)

**647.**

1490F

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

Quality: 18,389 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[trjyyds's solution](#)

**648.**

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[trjyyds's solution](#)

**649.**

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[trjyyds's solution](#)

**650.**

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[trjyyds's solution](#)

**651.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[trjyyds's solution](#)

**652.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[trjyyds's solution](#)

**653.**

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings  
[trjyyds's solution](#)

**654.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[trjyyds's solution](#)

**655.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**656.**

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees  
[trjyyds's solution](#)

**657.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dsu, greedy, strings  
[trjyyds's solution](#)

**658.**

1690E

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

Quality: 16,996 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[trjyyds's solution](#)

**659.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings  
[trjyyds's solution](#)

**660.**

1891C

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

Quality: 20,364 global accepts · Rating: 1500 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers  
[trjyyds's solution](#)

**661.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,655 global accepts · Rating: 1500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[trjyyds's solution](#)

**662.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings  
[trjyyds's solution](#)

**663.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,385 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[trjyyds's solution](#)

## 664.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,530 global accepts · Rating: 1500 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[trjyyds's solution](#)

## 665.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,698 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[trjyyds's solution](#)

## 666.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[trjyyds's solution](#)

## 667.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[trjyyds's solution](#)

## 668.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[trjyyds's solution](#)

## 669.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[trjyyds's solution](#)

## 670.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[trjyyds's solution](#)

## 671.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,017 global accepts · Rating: 1500 · first AC: 2023-10-02 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[trjyyds's solution](#)

## 672.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[trjyyds's solution](#)

## 673.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,533 global accepts · Rating: 1500 · first AC: 2023-07-23 · last AC: 2023-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[trjyyds's solution](#)

## 674.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

## 675.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[trjyyds's solution](#)

## 676.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[trjyyds's solution](#)

## 677.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · last AC: 2023-07-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[trjyyds's solution](#)

## 678.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · last AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[trjyyds's solution](#)

## 679.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[trjyyds's solution](#)

## 680.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[trjyyds's solution](#)

## 681.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[trjyyds's solution](#)

## 682.

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[trjyyds's solution](#)

**683.**

1711C

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

Rating: 1500 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

**684.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[trjyyds's solution](#)

**685.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[trjyyds's solution](#)

**686.**

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[trjyyds's solution](#)

**687.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[trjyyds's solution](#)

**688.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[trjyyds's solution](#)

**689.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[trjyyds's solution](#)

**690.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[trjyyds's solution](#)

**691.**

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[trjyyds's solution](#)

**692.**

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy

[trjyyds's solution](#)

**693.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[trjyyds's solution](#)

**694.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[trjyyds's solution](#)

**695.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[trjyyds's solution](#)

**696.**

1475E

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

Quality: 17,675 global accepts · Rating: 1600 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[trjyyds's solution](#)

**697.**

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[trjyyds's solution](#)

**698.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[trjyyds's solution](#)

**699.**

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math

[trjyyds's solution](#)

**700.**

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[trjyyds's solution](#)

**701.**

1593E

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

Quality: 14,730 global accepts · Rating: 1600 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[trjyyds's solution](#)

**702.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[trjyyds's solution](#)

**703.**

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[trjyyds's solution](#)

**704.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[trjyyds's solution](#)

**705.**

1660E

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

Quality: 8,089 global accepts · Rating: 1600 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[trjyyds's solution](#)

**706.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[trjyyds's solution](#)

**707.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[trjyyds's solution](#)

**708.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[trjyyds's solution](#)

**709.**

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[trjyyds's solution](#)

**710.**

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[trjyyds's solution](#)

**711.**

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[trjyyds's solution](#)

**712.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1600 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[trjyyds's solution](#)

**713.**

1722E

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

Quality: 13,369 global accepts · Rating: 1600 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[trjyyds's solution](#)

**714.**

1875D

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

Quality: 11,409 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[trjyyds's solution](#)

**715.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[trjyyds's solution](#)

**716.**

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,789 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[trjyyds's solution](#)

**717.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[trjyyds's solution](#)

**718.**

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · last AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[trjyyds's solution](#)

**719.**

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[trjyyds's solution](#)

**720.**

1843E

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

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[trjyyds's solution](#)

**721.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[trjyyds's solution](#)

**722.**

1840E

[Character Blocking](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[trjyyds's solution](#)

**723.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[trjyyds's solution](#)

**724.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2023-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[trjyyds's solution](#)

**725.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2023-05-15 · last AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[trjyyds's solution](#)

**726.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-05-11 · last AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[trjyyds's solution](#)

**727.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2023-05-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[trjyyds's solution](#)

**728.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[trjyyds's solution](#)

**729.**

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[trjyyds's solution](#)

**730.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[trjyyds's solution](#)

**731.**

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[trjyyds's solution](#)

**732.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[trjyyds's solution](#)

**733.**

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[trjyyds's solution](#)

**734.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[trjyyds's solution](#)

**735.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[trjyyds's solution](#)

**736.**

1782C

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

Rating: 1600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[trjyyds's solution](#)

**737.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[trjyyds's solution](#)

**738.**

1802C

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

Rating: 1600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[trjyyds's solution](#)

**739.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,692 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[trjyyds's solution](#)

**740.**

2027D1

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

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[trjyyds's solution](#)

**741.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[trjyyds's solution](#)

**742.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[trjyyds's solution](#)

### 743.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[trjyyds's solution](#)

### 744.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[trjyyds's solution](#)

### 745.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[trjyyds's solution](#)

### 746.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,012 global accepts · Rating: 1700 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[trjyyds's solution](#)

### 747.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[trjyyds's solution](#)

### 748.

1472E

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

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[trjyyds's solution](#)

### 749.

1538D

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

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[trjyyds's solution](#)

### 750.

1579E2

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

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[trjyyds's solution](#)

### 751.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[trjyyds's solution](#)

### 752.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[trjyyds's solution](#)

### 753.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-11-11 · last AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[trjyyds's solution](#)

### 754.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[trjyyds's solution](#)

### 755.

1619E

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

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[trjyyds's solution](#)

### 756.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · last AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[trjyyds's solution](#)

### 757.

1890D

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

Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings

[trjyyds's solution](#)

### 758.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[trjyyds's solution](#)

### 759.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[trjyyds's solution](#)

### 760.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[trjyyds's solution](#)

### 761.

1879D

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

Quality: 10,502 global accepts · Rating: 1700 · first AC: 2023-10-05 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[trjyyds's solution](#)

### 762.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 1700 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[trjyyds's solution](#)

### 763.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[trjyyds's solution](#)

### 764.

1760G

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

Quality: 10,316 global accepts · Rating: 1700 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[trjyyds's solution](#)

### 765.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[trjyyds's solution](#)

### 766.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · last AC: 2023-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[trjyyds's solution](#)

### 767.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-07-13 · last AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[trjyyds's solution](#)

### 768.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[trjyyds's solution](#)

### 769.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,147 global accepts · Rating: 1700 · first AC: 2023-05-19 · last AC: 2023-05-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[trjyyds's solution](#)

### 770.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[trjyyds's solution](#)

### 771.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[trjyyds's solution](#)

### 772.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[trjyyds's solution](#)

**773.**

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1700 · first AC: 2023-05-06 · last AC: 2023-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[trjyyds's solution](#)

**774.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[trjyyds's solution](#)

**775.**

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math

[trjyyds's solution](#)

**776.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-26 · last AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[trjyyds's solution](#)

**777.**

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[trjyyds's solution](#)

**778.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,567 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[trjyyds's solution](#)

**779.**

1810D

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

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[trjyyds's solution](#)

**780.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[trjyyds's solution](#)

**781.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[trjyyds's solution](#)

**782.**

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[trjyyds's solution](#)

**783.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[trjyyds's solution](#)

**784.**

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++17 (GCC 7-32) (first AC) · Tags: games

[trjyyds's solution](#)

**785.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[trjyyds's solution](#)

**786.**

2035D

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

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[trjyyds's solution](#)

**787.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[trjyyds's solution](#)

**788.**

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[trjyyds's solution](#)

**789.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,673 global accepts · Rating: 1800 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[trjyyds's solution](#)

**790.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[trjyyds's solution](#)

**791.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-05 · last AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[trjyyds's solution](#)

**792.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[trjyyds's solution](#)

### 793.

1367D

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

Quality: 8,817 global accepts · Rating: 1800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[trjyyds's solution](#)

### 794.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[trjyyds's solution](#)

### 795.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1800 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[trjyyds's solution](#)

### 796.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[trjyyds's solution](#)

### 797.

1867D

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

Quality: 6,875 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[trjyyds's solution](#)

### 798.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[trjyyds's solution](#)

### 799.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[trjyyds's solution](#)

### 800.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[trjyyds's solution](#)

### 801.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities

[trjyyds's solution](#)

### 802.

1846E2

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

Quality: 8,510 global accepts · Rating: 1800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, math

[trjyyds's solution](#)

### 803.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[trjyyds's solution](#)

### 804.

1872F

[Selling a Menagerie](#) · [Tutorial](#)

Quality: 7,538 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation, math

[trjyyds's solution](#)

### 805.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2023-04-05 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[trjyyds's solution](#)

### 806.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · last AC: 2023-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[trjyyds's solution](#)

### 807.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[trjyyds's solution](#)

### 808.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[trjyyds's solution](#)

### 809.

1853D

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

Rating: 1800 · first AC: 2023-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[trjyyds's solution](#)

### 810.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[trjyyds's solution](#)

### 811.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · last AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[trjyyds's solution](#)

### 812.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[trjyyds's solution](#)

**813.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, strings

[trjyyds's solution](#)

**814.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[trjyyds's solution](#)

**815.**

1825D1

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

Rating: 1800 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[trjyyds's solution](#)

**816.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[trjyyds's solution](#)

**817.**

1805D

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

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[trjyyds's solution](#)

**818.**

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[trjyyds's solution](#)

**819.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[trjyyds's solution](#)

**820.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[trjyyds's solution](#)

**821.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,266 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[trjyyds's solution](#)

**822.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[trjyyds's solution](#)

**823.**

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[trjyyds's solution](#)

**824.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[trjyyds's solution](#)

**825.**

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[trjyyds's solution](#)

**826.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[trjyyds's solution](#)

**827.**

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[trjyyds's solution](#)

**828.**

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[trjyyds's solution](#)

**829.**

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,639 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[trjyyds's solution](#)

**830.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1900 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[trjyyds's solution](#)

**831.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[trjyyds's solution](#)

**832.**

1918D

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

Quality: 6,196 global accepts · Rating: 1900 · first AC: 2024-01-30 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[trjyyds's solution](#)

**833.**

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[trjyyds's solution](#)

**834.**

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[trjyyds's solution](#)

**835.**

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[trjyyds's solution](#)

**836.**

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[trjyyds's solution](#)

**837.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[trjyyds's solution](#)

**838.**

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[trjyyds's solution](#)

**839.**

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[trjyyds's solution](#)

**840.**

1902E

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

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[trjyyds's solution](#)

**841.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[trjyyds's solution](#)

**842.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[trjyyds's solution](#)

**843.**

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1900 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[trjyyds's solution](#)

**844.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[trjyyds's solution](#)

**845.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[trjyyds's solution](#)

**846.**

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[trjyyds's solution](#)

**847.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[trjyyds's solution](#)

**848.**

1888D2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[trjyyds's solution](#)

**849.**

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[trjyyds's solution](#)

**850.**

1791G2

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

Quality: 5,997 global accepts · Rating: 1900 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[trjyyds's solution](#)

**851.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,935 global accepts · Rating: 1900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[trjyyds's solution](#)

**852.**

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[trjyyds's solution](#)

**853.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[trjyyds's solution](#)

**854.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[trjyyds's solution](#)

**855.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,239 global accepts · Rating: 1900 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[trjyyds's solution](#)

**856.**

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[trjyyds's solution](#)

**857.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[trjyyds's solution](#)

**858.**

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[trjyyds's solution](#)

**859.**

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[trjyyds's solution](#)

**860.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[trjyyds's solution](#)

**861.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-12-14 · last AC: 2024-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[trjyyds's solution](#)

**862.**

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-18 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings  
[trjyyds's solution](#)

**863.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[trjyyds's solution](#)

**864.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings  
[trjyyds's solution](#)

**865.**

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers  
[trjyyds's solution](#)

**866.**

1867E1

[Salylg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math  
[trjyyds's solution](#)

**867.**

1831D

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

Rating: 2000 · first AC: 2023-05-29 · last AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math  
[trjyyds's solution](#)

**868.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math  
[trjyyds's solution](#)

**869.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings  
[trjyyds's solution](#)

**870.**

1890E1

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

Rating: 2000 · first AC: 2023-10-31 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp  
[trjyyds's solution](#)

**871.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 2000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[trjyyds's solution](#)

**872.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 2000 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[trjyyds's solution](#)

**873.**

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[trjyyds's solution](#)

**874.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-07-10 · last AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[trjyyds's solution](#)

**875.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[trjyyds's solution](#)

**876.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[trjyyds's solution](#)

**877.**

1828D1

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

Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[trjyyds's solution](#)

**878.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[trjyyds's solution](#)

**879.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2023-03-20 · last AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[trjyyds's solution](#)

**880.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[trjyyds's solution](#)

**881.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[trjyyds's solution](#)

**882.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[trjyyds's solution](#)

**883.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[trjyyds's solution](#)

**884.**

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[trjyyds's solution](#)

**885.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-09-25 · last AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[trjyyds's solution](#)

**886.**

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[trjyyds's solution](#)

**887.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-01-29 · last AC: 2024-04-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[trjyyds's solution](#)

**888.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[trjyyds's solution](#)

**889.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[trjyyds's solution](#)

**890.**

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[trjyyds's solution](#)

**891.**

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[trjyyds's solution](#)

**892.**

1914G1

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

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[trjyyds's solution](#)

**893.**

689D

[Friends and Subsequences](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[trjyyds's solution](#)

**894.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-22 · last AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[trjyyds's solution](#)

**895.**

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[trjyyds's solution](#)

**896.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2023-06-11 · last AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[trjyyds's solution](#)

**897.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-06 · last AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[trjyyds's solution](#)

**898.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[trjyyds's solution](#)

**899.**

1832D1

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

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-12 · last AC: 2023-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[trjyyds's solution](#)

**900.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[trjyyds's solution](#)

**901.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-02 · last AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[trjyyds's solution](#)

**902.**

2030E

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

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[trjyyds's solution](#)

**903.**

2033G

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

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[trjyyds's solution](#)

**904.**

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · last AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[trjyyds's solution](#)

**905.**

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[trjyyds's solution](#)

**906.**

2019F

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

Rating: 2200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, sortings

[trjyyds's solution](#)

**907.**

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · last AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[trjyyds's solution](#)

**908.**

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[trjyyds's solution](#)

**909.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[trjyyds's solution](#)

**910.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[trjyyds's solution](#)

**911.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[trjyyds's solution](#)

**912.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[trjyyds's solution](#)

**913.**

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[trjyyds's solution](#)

**914.**

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[trjyyds's solution](#)

**915.**

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[trjyyds's solution](#)

**916.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · last AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[trjyyds's solution](#)

**917.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[trjyyds's solution](#)

**918.**

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[trjyyds's solution](#)

**919.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-11-07 · last AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[trjyyds's solution](#)

**920.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees  
[trjyyds's solution](#)

**921.**

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory  
[trjyyds's solution](#)

**922.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths  
[trjyyds's solution](#)

**923.**

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory  
[trjyyds's solution](#)

**924.**

1914G2

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

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing  
[trjyyds's solution](#)

**925.**

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2023-09-28 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees  
[trjyyds's solution](#)

**926.**

1825D2

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

Rating: 2300 · first AC: 2023-05-17 · last AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, trees  
[trjyyds's solution](#)

**927.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[trjyyds's solution](#)

**928.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[trjyyds's solution](#)

**929.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math  
[trjyyds's solution](#)

**930.**

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs  
[trjyyds's solution](#)

**931.**

1828D2

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

Rating: 2400 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[trjyyds's solution](#)

**932.**

1832D2

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

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math  
[trjyyds's solution](#)

**933.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-11-14 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees  
[trjyyds's solution](#)

**934.**

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities  
[trjyyds's solution](#)

**935.**

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[trjyyds's solution](#)

**936.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[trjyyds's solution](#)

**937.**

2225E

[Covering Points with Circles](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: — · first AC: 2026-04-21 · last AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, math  
[trjyyds's solution](#)

**938.**

2225D

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

Quality: 6,632 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math  
[trjyyds's solution](#)

**939.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,373 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[trjyyds's solution](#)

**940.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[trjyyds's solution](#)

**941.**

2225B

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

Quality: 14,185 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy  
[trjyyds's solution](#)

**942.**

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**943.**

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**944.**

105588M

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

Rating: — · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**945.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**946.**

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**947.**

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**948.**

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**949.**

105459E

[Marble Race](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**950.**

105481K

[Sieve](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**951.**

105481M

[vovOE](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[trjyyds's solution](#)

**952.**

105481D

[~Tupääl](#)

Rating: — · first AC: 2024-11-06 · last AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[trjyyds's solution](#)

**953.**

105481G

[~Tupääl](#)

Rating: — · first AC: 2024-11-06 · last AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**954.**

105481E

[OÄtofoE™](#)

Rating: — · first AC: 2024-11-06 · last AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**955.**

105481L

[Y™NKx N`](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[trjyyds's solution](#)

**956.**

105481C

[cÖtN2€T](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**957.**

105481J

[~ÖpñN`](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**958.**

105481A

[r:TNtPWQx](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[trjyyds's solution](#)

**959.**

105481B

[kÖRong/](#)

Rating: — · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[trjyyds's solution](#)

**960.**

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · last AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[trjyyds's solution](#)

**961.**

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**962.**

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · last AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**963.**

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**964.**

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · last AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[trjyyds's solution](#)

**965.**

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**966.**

105459M

[Weird Ceiling](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**967.**

103729C

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

Rating: — · first AC: 2024-10-31 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**968.**

103729B

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

Rating: — · first AC: 2024-10-30 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**969.**

103729J

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

Rating: — · first AC: 2024-10-30 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**970.**

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · last AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**971.**

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**972.**

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**973.**

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**974.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**975.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**976.**

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**977.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**978.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**979.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**980.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**981.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**982.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**983.**

104787D

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

Rating: — · first AC: 2024-10-22 · last AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**984.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**985.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**986.**

105423D

[Too much noise!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**987.**

105423E

[būc#N2](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[trjyyds's solution](#)

**988.**

105423A

[\\*Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**989.**

105423K

[n!Rtorial](#)

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

[trjyyds's solution](#)

**990.**

105423J

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

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

[trjyyds's solution](#)

**991.**

105423I

[epotnA\)"|û~ß](#)

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

[trjyyds's solution](#)

**992.**

105423C

[easy math](#) · [Tutorial](#)

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

[trjyyds's solution](#)

**993.**

105423G

[Utakotoba](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-14 · last AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**994.**

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**995.**

103446B

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

Rating: — · first AC: 2024-10-12 · last AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**996.**

104460I

[Unrooted Trie](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · last AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**997.**

102822L

[Lottery](#) · [Tutorial](#)

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

[trjyyds's solution](#)

**998.**

102822J

[Joy of Handcraft](#) · [Tutorial](#)

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

[trjyyds's solution](#)

**999.**

102822K

[Knowledge is Power](#) · [Tutorial](#)

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

[trjyyds's solution](#)

**1000.**

102822D

[Defuse the Bombs](#) · [Tutorial](#)

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

[trjyyds's solution](#)

**1001.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · last AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1002.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1003.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1004.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1005.**

103446D

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

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1006.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1007.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1008.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1009.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1010.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1011.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1012.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1013.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · last AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1014.

104008C

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

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1015.

104008L

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

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1016.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1017.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1018.**

104460H

[To the Park](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1019.**

104460D

[Pick Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1020.**

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1021.**

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1022.**

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1023.**

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1024.**

104460B

[Grid with Arrows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1025.**

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1026.**

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1027.**

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · last AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1028.**

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1029.**

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1030.**

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1031.**

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1032.**

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1033.**

105170C

[Fibonacci Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-06 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1034.**

105336C

[Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1035.**

105336I

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · last AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1036.**

105336E

[Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1037.**

105336J

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1038.**

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1039.**

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1040.**

105170E

[Connected Components](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · last AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1041.**

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1042.**

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1043.**

105170I

[The Easiest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1044.**

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1045.**

105158D

[ŸyNKKÔ](#)

Rating: — · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1046.**

105158C

[N=NCeÅN\\_%o•bSkÔ•I](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1047.**

105158K

[h Nterial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1048.**

105158H

[→gubrial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1049.**

105158L

[Toxel N PCPC-III](#) [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyds's solution](#)

**1050.**

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1051.

105158M

[gthpao](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1052.

105158J

[cRnTlep](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1053.

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1054.

105158F

[OTyAW&N2](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1055.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1056.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1057.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1058.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1059.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1060.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1061.

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1062.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1063.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1064.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1065.**

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1066.**

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1067.**

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1068.**

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1069.**

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1070.**

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1071.**

103117D

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

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —  
[trjyyds's solution](#)

**1072.**

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1073.**

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1074.**

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1075.**

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1076.**

104095J

[NOE+UR6N 0 ^se^TCE](#)

Rating: — · first AC: 2024-04-27 · last AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1077.**

104095F

[eÄnsEÜW0](#)

Rating: — · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1078.**

104095I

[Y^T&pp,](#)

Rating: — · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1079.**

104095K

[\[PN2\]u|Vpe†N2](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1080.**

104095B

[^•Tubie>](#)

Rating: — · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1081.**

104095E

[Sñwãl](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1082.**

104095C

[b Tutefle°-Æ~Ó•è-](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1083.**

104095A

[siYÓzã!](#)

Rating: — · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1084.**

103488E

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1085.**

103488I

[If I Catch You](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1086.**

103488G

[Generate 7 Colors](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1087.**

103488F

[Future Vision](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1088.**

103488K

[Klee and Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1089.**

103488L

[Lexicographic Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1090.**

103488H

[Hile and Subsequences' MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1091.**

103488J

[Jiubei and Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1092.**

103488C

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

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1093.**

103488D

[Diseased String](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1094.**

103488B

[Boboge and Tall Building](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1095.**

103488A

[All in!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1096.**

104101H

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1097.**

104101I

[Digit Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1098.**

104101G

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1099.**

104101K

[Bit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1100.**

104101B

[Steel of Heart](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1101.**

104101L

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1102.**

104101C

[Add 9 Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1103.**

104101J

[Simple Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1104.**

104101F

[Survivor](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1105.**

104101A

[OP](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1106.**

104417F

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

Rating: — · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1107.**

103055F

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

Rating: — · first AC: 2024-03-08 · last AC: 2024-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyds's solution](#)

**1108.**

102770E

[Easy DP Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-20 · last AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1109.**

104417B

[Building Company](#) · [Tutorial](#)

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

[trjyds's solution](#)

**1110.**

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1111.**

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1112.**

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1113.**

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1114.**

104417E

[Math Problem](#) · [Tutorial](#)

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

[trjyds's solution](#)

**1115.**

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyds's solution](#)

**1116.**

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1117.**

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1118.**

104363B

[Chevonne's Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1119.**

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1120.**

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1121.**

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1122.**

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1123.**

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1124.**

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1125.**

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1126.**

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1127.**

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1128.**

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1129.**

103055G

[Wall Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1130.**

103055I

[Grammy and Ropes](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1131.**

103055J

[Grammy and Jewelry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1132.**

103055L

[String Freshman](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1133.**

103055M

[Game Theory](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · last AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1134.**

103055C

[Cube](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1135.**

103055A

[League of Legends](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1136.**

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1137.**

102770G

[Gliding](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · last AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[trjyyds's solution](#)

**1138.**

102770C

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

Rating: — · first AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1139.**

102770A

[AD 2020](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · last AC: 2024-03-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1140.**

102770I

[Invoking the Magic](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1141.**

102770B

[Bin Packing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1142.**

102770K

[Killing the Brute-force](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1143.**

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1144.**

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · last AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1145.**

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1146.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1147.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · last AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1148.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1149.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyds's solution](#)

**1150.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1151.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1152.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1153.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1154.**

104461G

[Yet Another Game of Stones](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1155.**

103660L

[Monster Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1156.**

103660H

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1157.**

103660G

[Guaba and Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1158.**

103660J

[Substring Inversion \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1159.**

103660I

[Array Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyds's solution](#)

**1160.**

103660F

[Sum of Numerators](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1161.**

103660B

[Jubei and Overwatch](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1162.**

103660C

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1163.**

103660A

[Who is The 19th ZUCCPC Champion](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1164.**

104461H

[Binary Tree Restoring](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1165.**

104461F

[Heap Partition](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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**1166.**

104461C

[What Kind of Friends Are You?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1167.**

104461D

[Let's Chat](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1168.**

104461B

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1169.**

104461A

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

Rating: — · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1170.**

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-08 · last AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1171.**

104821G

[Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · last AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1172.**

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · last AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1173.**

104821F

[Equivalent Rewriting](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1174.**

104821C

[Primitive Root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1175.**

104821I

[Counter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1176.**

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1177.**

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1178.**

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1179.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1180.**

104128G

[Inscryption](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1181.**

104128I

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

Rating: — · first AC: 2023-10-05 · last AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1182.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1183.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · last AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1184.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1185.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1186.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1187.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1188.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1189.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1190.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1191.**

104725G

[Zurp's Injib](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1192.**

104725A

[u%42q1eQ•N](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1193.**

104725L

[Q1to8b](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1194.**

104725F

[g T N S G \[ P ^ R](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1195.**

104725K

[RSP](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1196.**

104619J

[Java Warriors](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · last AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1197.**

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1198.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1199.**

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1200.**

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1201.**

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1202.**

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1203.**

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1204.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · last AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1205.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1206.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1207.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1208.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1209.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1210.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1211.

103102I

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

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1212.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · last AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1213.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1214.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

### 1215.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1216.**

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1217.**

104369A

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

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1218.**

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · last AC: 2023-10-13 · Python 3 (first AC) · Tags: —

[trjyyds's solution](#)

**1219.**

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1220.**

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1221.**

104021N

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

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1222.**

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1223.**

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · last AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1224.**

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1225.**

104270M

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

Rating: — · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1226.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1227.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1228.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1229.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1230.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1231.**

104172L

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

Rating: — · first AC: 2023-10-03 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1232.**

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1233.**

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1234.**

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1235.**

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1236.**

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1237.**

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1238.**

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1239.**

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1240.**

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1241.**

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1242.**

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1243.**

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1244.**

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1245.**

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1246.**

104619A

[Advance to Taoyuan Regional](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1247.**

104619L

[Location, Location, Location](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[trjyyds's solution](#)

**1248.**

104619K

[Kick](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1249.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1250.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1251.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1252.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1253.**

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1254.**

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1255.**

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1256.**

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1257.**

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1258.**

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1259.**

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1260.**

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1261.**

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1262.**

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[trjyyds's solution](#)

**1263.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, number theory

[trjyyds's solution](#)

**1264.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special

[trjyyds's solution](#)

**1265.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[trjyyds's solution](#)

**1266.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, brute force, implementation

[trjyyds's solution](#)

**1267.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, math, number theory

[trjyyds's solution](#)

**1268.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, expression parsing, strings

[trjyyds's solution](#)