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Unique solved — tyzc

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

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1.

2171A

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2.

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3.

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4.

2033A

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5.

1905A

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6.

1675A

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7.

1903A

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8.

1833C

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1833A

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10.

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1902A

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12.

1863A

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13.

1861A

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1901A

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17.

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18.

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19.

1843A

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20.

1878A

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21.

1873C

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22.

1873B

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23.

1873A

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24.

1873D

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25.

1566A

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26.

1593A

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27.

1703B

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28.

1712B

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29.

1713A

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30.

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31.

1790B

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32.

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33.

1790A

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34.

1822B

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35.

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36.

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37.

1822A

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38.

1851A

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1851B

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40.

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41.

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42.

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43.

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44.

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45.

1499A

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46.

629A

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47.

1700A

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48.

1798A

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49.

1825A

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50.

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51.

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52.

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53.

1689A

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54.

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55.

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56.

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57.

1715A

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58.

1777A

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59.

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60.

1804A

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61.

1807C

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62.

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63.

1747A

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64.

1791B

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65.

1792A

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66.

1539B

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67.

1731A

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68.

910A

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69.

1686B

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70.

1650A

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71.

1774A

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72.

1688A

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73.

14A

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74.

12A

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75.

1644B

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76.

1644A

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77.

1635B

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78.

1635A

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79.

1638A

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80.

1637A

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81.

1629B

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82.

1629A

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83.

1634A

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84.

1633B

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85.

1633A

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86.

1632A

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87.

1631A

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88.

1616A

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89.

1554A

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90.

1552A

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91.

1461A

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92.

1430B

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93.

1371A

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94.

1173A

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95.

1139A

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96.

1136A

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97.

1118A

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98.

1114A

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99.

1108A

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100.

1104A

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102.

1102A

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103.

1099A

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104.

1097A

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

Quality: 43,814 global accepts · Rating: 800 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[tyzc's solution](#)

105.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[tyzc's solution](#)

106.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,635 global accepts · Rating: 800 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[tyzc's solution](#)

107.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

108.

1087A

[Right-Left Cipher](#) · [Tutorial](#)

Rating: 800 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, strings

[tyzc's solution](#)

109.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

110.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: sortings

[tyzc's solution](#)

111.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,276 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

112.

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 800 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: math

[tyzc's solution](#)

113.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[tyzc's solution](#)

114.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[tyzc's solution](#)

115.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

116.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

117.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[tyzc's solution](#)

118.

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2019-01-02 · GNU C++11 (first AC) · Tags: math

[tyzc's solution](#)

119.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,255 global accepts · Rating: 800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: math

[tyzc's solution](#)

120.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: implementation, math

[tyzc's solution](#)

121.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[tyzc's solution](#)

122.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[tyzc's solution](#)

123.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tyzc's solution](#)

124.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tyzc's solution](#)

125.

987A

[Infinity Gauntlet](#) · [Tutorial](#)

Quality: 17,504 global accepts · Rating: 800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tyzc's solution](#)

126.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[tyzc's solution](#)

127.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-04-18 · GNU C++ (first AC) · Tags: math

[tyzc's solution](#)

128.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

[tyzc's solution](#)

129.

1833B

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

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[tyzc's solution](#)

130.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[tyzc's solution](#)

131.

1878C

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

Quality: 57,675 global accepts · Rating: 900 · first AC: 2023-11-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[tyzc's solution](#)

132.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tyzc's solution](#)

133.

1593B

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

Quality: 40,659 global accepts · Rating: 900 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[tyzc's solution](#)

134.

1709B

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

Quality: 25,844 global accepts · Rating: 900 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation

[tyzc's solution](#)

135.

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tyzc's solution](#)

136.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,964 global accepts · Rating: 900 · first AC: 2023-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tyzc's solution](#)

137.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[tyzc's solution](#)

138.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tyzc's solution](#)

139.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-04-16 · last AC: 2023-04-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[tyzc's solution](#)

140.

115A

[Party](#) · [Tutorial](#)

Quality: 43,368 global accepts · Rating: 900 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[tyzc's solution](#)

141.

10A

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

Quality: 8,348 global accepts · Rating: 900 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[tyzc's solution](#)

142.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[tyzc's solution](#)

143.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,567 global accepts · Rating: 900 · first AC: 2022-09-18 · PyPy 3-64 (first AC) · Tags: greedy, math
[tyzc's solution](#)

144.

1430A

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

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[tyzc's solution](#)

145.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation
[tyzc's solution](#)

146.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 900 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: greedy, sortings
[tyzc's solution](#)

147.

1113A

[Sasha and His Trip](#) · [Tutorial](#)

Quality: 18,318 global accepts · Rating: 900 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: dp, greedy, math
[tyzc's solution](#)

148.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: math
[tyzc's solution](#)

149.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: greedy, strings
[tyzc's solution](#)

150.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: implementation
[tyzc's solution](#)

151.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings
[tyzc's solution](#)

152.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: math
[tyzc's solution](#)

153.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

154.

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2019-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[tyzc's solution](#)

155.

1057A

[Bmail Computer Network](#) · [Tutorial](#)

Quality: 7,470 global accepts · Rating: 900 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, trees
[tyzc's solution](#)

156.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[tyzc's solution](#)

157.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,518 global accepts · Rating: 900 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: greedy, implementation
[tyzc's solution](#)

158.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[tyzc's solution](#)

159.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[tyzc's solution](#)

160.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[tyzc's solution](#)

161.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[tyzc's solution](#)

162.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-08-28 · last AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[tyzc's solution](#)

163.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[tyzc's solution](#)

164.

1474B

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

Quality: 40,344 global accepts · Rating: 1000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[tyzc's solution](#)

165.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,281 global accepts · Rating: 1000 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[tyzc's solution](#)

166.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[tyzc's solution](#)

167.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[tyzc's solution](#)

168.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[tyzc's solution](#)

169.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[tyzc's solution](#)

170.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[tyzc's solution](#)

171.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

172.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy, implementation
[tyzc's solution](#)

173.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,486 global accepts · Rating: 1000 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: implementation, math
[tyzc's solution](#)

174.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[tyzc's solution](#)

175.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,708 global accepts · Rating: 1000 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: implementation
[tyzc's solution](#)

176.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[tyzc's solution](#)

177.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation, strings
[tyzc's solution](#)

178.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: math, number theory
[tyzc's solution](#)

179.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: implementation
[tyzc's solution](#)

180.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: math
[tyzc's solution](#)

181.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: implementation, sortings
[tyzc's solution](#)

182.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: greedy
[tyzc's solution](#)

183.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: implementation, math

[tyzc's solution](#)

184.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: implementation, strings

[tyzc's solution](#)

185.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

186.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tyzc's solution](#)

187.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1000 · first AC: 2018-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[tyzc's solution](#)

188.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[tyzc's solution](#)

189.

1842B

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

Quality: 25,550 global accepts · Rating: 1100 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[tyzc's solution](#)

190.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[tyzc's solution](#)

191.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tyzc's solution](#)

192.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[tyzc's solution](#)

193.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[tyzc's solution](#)

194.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[tyzc's solution](#)

195.

535B

[Tavas and SaDDas](#) · [Tutorial](#)

Quality: 26,663 global accepts · Rating: 1100 · first AC: 2023-06-12 · last AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation

[tyzc's solution](#)

196.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,397 global accepts · Rating: 1100 · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths

[tyzc's solution](#)

197.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tyzc's solution](#)

198.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2023-04-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[tyzc's solution](#)

199.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tyzc's solution](#)

200.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[tyzc's solution](#)

201.

1787B

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

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-03-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[tyzc's solution](#)

202.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[tyzc's solution](#)

203.

1791E

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

Quality: 41,298 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[tyzc's solution](#)

204.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,416 global accepts · Rating: 1100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[tyzc's solution](#)

205.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[tyzc's solution](#)

206.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[tyzc's solution](#)

207.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[tyzc's solution](#)

208.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[tyzc's solution](#)

209.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[tyzc's solution](#)

210.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tyzc's solution](#)

211.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

212.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

213.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: implementation, math

[tyzc's solution](#)

214.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-02-26 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[tyzc's solution](#)

215.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math
[tyzc's solution](#)

216.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: —

[tyzc's solution](#)

217.

1030B

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

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: geometry

[tyzc's solution](#)

218.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[tyzc's solution](#)

219.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation

[tyzc's solution](#)

220.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tyzc's solution](#)

221.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tyzc's solution](#)

222.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[tyzc's solution](#)

223.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,981 global accepts · Rating: 1100 · first AC: 2018-05-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[tyzc's solution](#)

224.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2017-12-24 · GNU C++ (first AC) · Tags: implementation, strings

[tyzc's solution](#)

225.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

226.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two

pointers

[tyzc's solution](#)

227.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,499 global accepts · Rating: 1200 · first AC: 2023-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[tyzc's solution](#)

228.

1097B

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

Quality: 35,965 global accepts · Rating: 1200 · first AC: 2019-02-16 · last AC: 2023-10-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[tyzc's solution](#)

229.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, strings

[tyzc's solution](#)

230.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,573 global accepts · Rating: 1200 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[tyzc's solution](#)

231.

1822D

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

Quality: 19,024 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tyzc's solution](#)

232.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-06 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[tyzc's solution](#)

233.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2023-07-11 · last AC: 2023-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[tyzc's solution](#)

234.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,809 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[tyzc's solution](#)

235.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

236.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,634 global accepts · Rating: 1200 · first AC: 2023-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[tyzc's solution](#)

237.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[tyzc's solution](#)

238.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tyzc's solution](#)

239.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[tyzc's solution](#)

240.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

241.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,610 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[tyzc's solution](#)

242.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: brute force

[tyzc's solution](#)

243.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: dp, greedy, math

[tyzc's solution](#)

244.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: implementation, strings

[tyzc's solution](#)

245.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: sortings, two pointers

[tyzc's solution](#)

246.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: math, number theory

[tyzc's solution](#)

247.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

248.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2019-02-26 · GNU C++11 (first AC) · Tags: data structures, implementation, math
[tyzc's solution](#)

249.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[tyzc's solution](#)

250.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: binary search, geometry, math
[tyzc's solution](#)

251.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: games
[tyzc's solution](#)

252.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[tyzc's solution](#)

253.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[tyzc's solution](#)

254.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

255.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: implementation, math
[tyzc's solution](#)

256.

1076B

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

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[tyzc's solution](#)

257.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: greedy, strings
[tyzc's solution](#)

258.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: implementation, sortings
[tyzc's solution](#)

259.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

260.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

261.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-25 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

[tyzc's solution](#)

262.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[tyzc's solution](#)

263.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[tyzc's solution](#)

264.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[tyzc's solution](#)

265.

1794C

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

Quality: 22,089 global accepts · Rating: 1300 · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[tyzc's solution](#)

266.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-08-29 · last AC: 2023-09-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tyzc's solution](#)

267.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[tyzc's solution](#)

268.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,124 global accepts · Rating: 1300 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[tyzc's solution](#)

269.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,943 global accepts · Rating: 1300 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[tyzc's solution](#)

270.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tyzc's solution](#)

271.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tyzc's solution](#)

272.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[tyzc's solution](#)

273.

1113B

[Sasha and Magnetic Machines](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1300 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: greedy, number theory

[tyzc's solution](#)

274.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[tyzc's solution](#)

275.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-02-26 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[tyzc's solution](#)

276.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-02-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[tyzc's solution](#)

277.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

278.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[tyzc's solution](#)

279.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

280.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: greedy

[tyzc's solution](#)

281.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,609 global accepts · Rating: 1300 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —

[tyzc's solution](#)

282.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

283.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: binary search, math

[tyzc's solution](#)

284.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: greedy

[tyzc's solution](#)

285.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[tyzc's solution](#)

286.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[tyzc's solution](#)

287.

1008C

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

Rating: 1300 · first AC: 2018-09-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[tyzc's solution](#)

288.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[tyzc's solution](#)

289.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tyzc's solution](#)

290.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-25 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[tyzc's solution](#)

291.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-25 · GNU C++ (first AC) · Tags: implementation

[tyzc's solution](#)

292.

964B

[Messages](#) · [Tutorial](#)

Quality: 4,584 global accepts · Rating: 1300 · first AC: 2018-04-21 · GNU C++ (first AC) · Tags: math

[tyzc's solution](#)

293.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[tyzc's solution](#)

294.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: implementation

[tyzc's solution](#)

295.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: brute force

[tyzc's solution](#)

296.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation

[tyzc's solution](#)

297.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[tyzc's solution](#)

298.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[tyzc's solution](#)

299.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2023-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation

[tyzc's solution](#)

300.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[tyzc's solution](#)

301.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[tyzc's solution](#)

302.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
[tyzc's solution](#)

303.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[tyzc's solution](#)

304.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[tyzc's solution](#)

305.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: expression parsing, math
[tyzc's solution](#)

306.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 1400 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: implementation
[tyzc's solution](#)

307.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: greedy, sortings
[tyzc's solution](#)

308.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[tyzc's solution](#)

309.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[tyzc's solution](#)

310.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation
[tyzc's solution](#)

311.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: greedy, sortings
[tyzc's solution](#)

312.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-02-16 · GNU C++11 (first AC) · Tags: greedy, implementation
[tyzc's solution](#)

313.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: math, number theory
[tyzc's solution](#)

314.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: bitmasks, greedy
[tyzc's solution](#)

315.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[tyzc's solution](#)

316.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[tyzc's solution](#)

317.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force
[tyzc's solution](#)

318.

955B

[Not simply beautiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[tyzc's solution](#)

319.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[tyzc's solution](#)

320.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-25 · GNU C++ (first AC) · Tags: brute force, implementation, math
[tyzc's solution](#)

321.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[tyzc's solution](#)

322.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-10-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[tyzc's solution](#)

323.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[tyzc's solution](#)

324.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[tyzc's solution](#)

325.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[tyzc's solution](#)

326.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[tyzc's solution](#)

327.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[tyzc's solution](#)

328.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[tyzc's solution](#)

329.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[tyzc's solution](#)

330.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[tyzc's solution](#)

331.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[tyzc's solution](#)

332.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[tyzc's solution](#)

333.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: math

[tyzc's solution](#)

334.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

335.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,029 global accepts · Rating: 1500 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[tyzc's solution](#)

336.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: hashing, math, number theory

[tyzc's solution](#)

337.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tyzc's solution](#)

338.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[tyzc's solution](#)

339.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-03-06 · last AC: 2019-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[tyzc's solution](#)

340.

1101C

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

Quality: 12,041 global accepts · Rating: 1500 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: sortings

[tyzc's solution](#)

341.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: greedy, strings

[tyzc's solution](#)

342.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[tyzc's solution](#)

343.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[tyzc's solution](#)

344.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2019-01-31 · last AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation
[tyzc's solution](#)

345.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[tyzc's solution](#)

346.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[tyzc's solution](#)

347.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[tyzc's solution](#)

348.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[tyzc's solution](#)

349.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[tyzc's solution](#)

350.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,066 global accepts · Rating: 1500 · first AC: 2018-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

351.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[tyzc's solution](#)

352.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[tyzc's solution](#)

353.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings
[tyzc's solution](#)

354.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[tyzc's solution](#)

355.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tyzc's solution](#)

356.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[tyzc's solution](#)

357.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings

[tyzc's solution](#)

358.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,495 global accepts · Rating: 1500 · first AC: 2018-01-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[tyzc's solution](#)

359.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,930 global accepts · Rating: 1500 · first AC: 2017-12-24 · GNU C++ (first AC) · Tags: brute force, dp

[tyzc's solution](#)

360.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,849 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[tyzc's solution](#)

361.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,417 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[tyzc's solution](#)

362.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[tyzc's solution](#)

363.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[tyzc's solution](#)

364.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-09-07 · last AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[tyzc's solution](#)

365.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-02-04 · last AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[tyzc's solution](#)

366.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[tyzc's solution](#)

367.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[tyzc's solution](#)

368.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tyzc's solution](#)

369.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

370.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,402 global accepts · Rating: 1600 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[tyzc's solution](#)

371.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures, strings

[tyzc's solution](#)

372.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-04-18 · GNU C++11 (first AC) · Tags: implementation, sortings

[tyzc's solution](#)

373.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: graphs

[tyzc's solution](#)

374.

1113C

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-15 · GNU C++11 (first AC) · Tags: —

[tyzc's solution](#)

375.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[tyzc's solution](#)

376.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: brute force, geometry
[tyzc's solution](#)

377.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: implementation
[tyzc's solution](#)

378.

1087C

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation
[tyzc's solution](#)

379.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[tyzc's solution](#)

380.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: math, number theory
[tyzc's solution](#)

381.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: greedy, sortings
[tyzc's solution](#)

382.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: greedy
[tyzc's solution](#)

383.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: binary search, sortings
[tyzc's solution](#)

384.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[tyzc's solution](#)

385.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[tyzc's solution](#)

386.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[tyzc's solution](#)

387.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[tyzc's solution](#)

388.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tyzc's solution](#)

389.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2018-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tyzc's solution](#)

390.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[tyzc's solution](#)

391.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: binary search, greedy, math, two pointers

[tyzc's solution](#)

392.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[tyzc's solution](#)

393.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2018-03-12 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[tyzc's solution](#)

394.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[tyzc's solution](#)

395.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2017-12-24 · GNU C++ (first AC) · Tags: constructive algorithms

[tyzc's solution](#)

396.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,147 global accepts · Rating: 1700 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[tyzc's solution](#)

397.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp, hashing, strings

[tyzc's solution](#)

398.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[tyzc's solution](#)

399.

1629D

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

Rating: 1700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[tyzc's solution](#)

400.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[tyzc's solution](#)

401.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[tyzc's solution](#)

402.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[tyzc's solution](#)

403.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: math

[tyzc's solution](#)

404.

1132C

[Painting the Fence](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: brute force

[tyzc's solution](#)

405.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[tyzc's solution](#)

406.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: binary search, greedy

[tyzc's solution](#)

407.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: brute force, greedy

[tyzc's solution](#)

408.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[tyzc's solution](#)

409.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory
[tyzc's solution](#)

410.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,014 global accepts · Rating: 1700 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: binary search, brute force, divide and conquer, math
[tyzc's solution](#)

411.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[tyzc's solution](#)

412.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu
[tyzc's solution](#)

413.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-02-18 · GNU C++11 (first AC) · Tags: combinatorics, sortings
[tyzc's solution](#)

414.

1087D

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: implementation, trees
[tyzc's solution](#)

415.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: strings
[tyzc's solution](#)

416.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory
[tyzc's solution](#)

417.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: dp
[tyzc's solution](#)

418.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,331 global accepts · Rating: 1700 · first AC: 2019-01-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[tyzc's solution](#)

419.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: two pointers

[tyzc's solution](#)

420.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1700 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[tyzc's solution](#)

421.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[tyzc's solution](#)

422.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[tyzc's solution](#)

423.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[tyzc's solution](#)

424.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[tyzc's solution](#)

425.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[tyzc's solution](#)

426.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[tyzc's solution](#)

427.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: dp, greedy

[tyzc's solution](#)

428.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tyzc's solution](#)

429.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[tyzc's solution](#)

430.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[tyzc's solution](#)

431.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[tyzc's solution](#)

432.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[tyzc's solution](#)

433.

1631D

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

Rating: 1800 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[tyzc's solution](#)

434.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[tyzc's solution](#)

435.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[tyzc's solution](#)

436.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[tyzc's solution](#)

437.

1186C

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

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-07-17 · last AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tyzc's solution](#)

438.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[tyzc's solution](#)

439.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: games

[tyzc's solution](#)

440.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

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

[tyzc's solution](#)

441.

730B

[Minimum and Maximum](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[tyzc's solution](#)

442.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

443.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: greedy

[tyzc's solution](#)

444.

1138B

[Circus](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math, strings

[tyzc's solution](#)

445.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: dp, sortings, two pointers

[tyzc's solution](#)

446.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,714 global accepts · Rating: 1800 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, trees

[tyzc's solution](#)

447.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: binary search, sortings

[tyzc's solution](#)

448.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory

[tyzc's solution](#)

449.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-02-27 · last AC: 2019-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[tyzc's solution](#)

450.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: dp

[tyzc's solution](#)

451.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings

[tyzc's solution](#)

452.

1030D

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

Quality: 6,256 global accepts · Rating: 1800 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: geometry, number theory

[tyzc's solution](#)

453.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 1800 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[tyzc's solution](#)

454.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[tyzc's solution](#)

455.

1062D

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

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math

[tyzc's solution](#)

456.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2018-12-24 · last AC: 2018-12-24 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[tyzc's solution](#)

457.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-12-20 · GNU C++11 (first AC) · Tags: dp, trees

[tyzc's solution](#)

458.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: binary search, two pointers

[tyzc's solution](#)

459.

1090D

[Similar Arrays](#) · [Tutorial](#)

Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[tyzc's solution](#)

460.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-08 · last AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[tyzc's solution](#)

461.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math
[tyzc's solution](#)

462.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[tyzc's solution](#)

463.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dp
[tyzc's solution](#)

464.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math
[tyzc's solution](#)

465.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-09-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[tyzc's solution](#)

466.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[tyzc's solution](#)

467.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[tyzc's solution](#)

468.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-08-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[tyzc's solution](#)

469.

984D

[XOR-pyramid](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[tyzc's solution](#)

470.

964C

[Alternating Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-24 · GNU C++ (first AC) · Tags: math, matrices, number theory
[tyzc's solution](#)

471.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2018-03-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[tyzc's solution](#)

472.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[tyzc's solution](#)

473.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,487 global accepts · Rating: 1900 · first AC: 2025-09-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tyzc's solution](#)

474.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2025-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[tyzc's solution](#)

475.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2019-03-08 · last AC: 2024-03-05 · GNU C++11 (first AC) · Tags: dp

[tyzc's solution](#)

476.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-23 · last AC: 2022-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[tyzc's solution](#)

477.

1546D

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

Rating: 1900 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[tyzc's solution](#)

478.

1543C

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

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[tyzc's solution](#)

479.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[tyzc's solution](#)

480.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[tyzc's solution](#)

481.

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[tyzc's solution](#)

482.

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tyzc's solution](#)

483.

389D

[Fox and Minimal path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths

[tyzc's solution](#)

484.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-07-06 · last AC: 2019-07-06 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[tyzc's solution](#)

485.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory, strings

[tyzc's solution](#)

486.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-11 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[tyzc's solution](#)

487.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: dp

[tyzc's solution](#)

488.

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2019-05-15 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp

[tyzc's solution](#)

489.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[tyzc's solution](#)

490.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: data structures, greedy

[tyzc's solution](#)

491.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-04-24 · GNU C++11 (first AC) · Tags: greedy

[tyzc's solution](#)

492.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy
[tyzc's solution](#)

493.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search
[tyzc's solution](#)

494.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-03-18 · GNU C++11 (first AC) · Tags: binary search
[tyzc's solution](#)

495.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[tyzc's solution](#)

496.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy
[tyzc's solution](#)

497.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: implementation
[tyzc's solution](#)

498.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[tyzc's solution](#)

499.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[tyzc's solution](#)

500.

1079D

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: geometry, implementation
[tyzc's solution](#)

501.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-12-25 · GNU C++11 (first AC) · Tags: data structures, trees
[tyzc's solution](#)

502.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: math, number theory
[tyzc's solution](#)

503.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[tyzc's solution](#)

504.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[tyzc's solution](#)

505.

1068D

[Array Without Local Maximums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-14 · last AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tyzc's solution](#)

506.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-11-09 · last AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

507.

1064E

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[tyzc's solution](#)

508.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, trees

[tyzc's solution](#)

509.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tyzc's solution](#)

510.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[tyzc's solution](#)

511.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[tyzc's solution](#)

512.

796C

[Bank Hacking](#) · [Tutorial](#)

Quality: 3,230 global accepts · Rating: 1900 · first AC: 2018-02-14 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, trees

[tyzc's solution](#)

513.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-09-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[tyzc's solution](#)

514.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tyzc's solution](#)

515.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[tyzc's solution](#)

516.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[tyzc's solution](#)

517.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[tyzc's solution](#)

518.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[tyzc's solution](#)

519.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[tyzc's solution](#)

520.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[tyzc's solution](#)

521.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: binary search, greedy

[tyzc's solution](#)

522.

1165F2

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

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[tyzc's solution](#)

523.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[tyzc's solution](#)

524.

1191F

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

Rating: 2000 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[tyzc's solution](#)

525.

389E

[Fox and Card Game](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

526.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[tyzc's solution](#)

527.

1143E

[Lynnyrd Skynnyrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-07-02 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[tyzc's solution](#)

528.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: hashing, strings

[tyzc's solution](#)

529.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: dp

[tyzc's solution](#)

530.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2000 · first AC: 2019-05-25 · last AC: 2019-05-25 · GNU C++11 (first AC) · Tags: dp, flows, graphs, greedy

[tyzc's solution](#)

531.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: dp

[tyzc's solution](#)

532.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms

[tyzc's solution](#)

533.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[tyzc's solution](#)

534.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-02-20 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[tyzc's solution](#)

535.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[tyzc's solution](#)

536.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2019-02-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[tyzc's solution](#)

537.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2019-01-31 · last AC: 2019-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[tyzc's solution](#)

538.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[tyzc's solution](#)

539.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2019-01-25 · GNU C++11 (first AC) · Tags: bitmasks, dp

[tyzc's solution](#)

540.

1082E

[Increasing Frequency](#) · [Tutorial](#)

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[tyzc's solution](#)

541.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[tyzc's solution](#)

542.

1057C

[Tanya and Colored Candies](#) · [Tutorial](#)

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2018-11-12 · C++17 (GCC 7-32) (first AC) · Tags: *special, dp

[tyzc's solution](#)

543.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[tyzc's solution](#)

544.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[tyzc's solution](#)

545.

998D

[Roman Digits](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy

[tyzc's solution](#)

546.

964D

[Destruction of a Tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-04-24 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[tyzc's solution](#)

547.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[tyzc's solution](#)

548.

1629F1

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

Rating: 2100 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[tyzc's solution](#)

549.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[tyzc's solution](#)

550.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[tyzc's solution](#)

551.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[tyzc's solution](#)

552.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[tyzc's solution](#)

553.

1183F

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

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-11-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[tyzc's solution](#)

554.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[tyzc's solution](#)

555.

1202C

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

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-09-01 · last AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[tyzc's solution](#)

556.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[tyzc's solution](#)

557.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[tyzc's solution](#)

558.

521B

[Cubes](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-07-13 · last AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[tyzc's solution](#)

559.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[tyzc's solution](#)

560.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[tyzc's solution](#)

561.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[tyzc's solution](#)

562.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[tyzc's solution](#)

563.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[tyzc's solution](#)

564.

1066F

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Quality: 2,272 global accepts · Rating: 2100 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: dp

[tyzc's solution](#)

565.

1070E

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Quality: 1,458 global accepts · Rating: 2100 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: binary search, data structures

[tyzc's solution](#)

566.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: data structures, dp

[tyzc's solution](#)

567.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[tyzc's solution](#)

568.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2019-03-22 · GNU C++11 (first AC) · Tags: dp, strings

[tyzc's solution](#)

569.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,219 global accepts · Rating: 2100 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: dp, math, matrices

[tyzc's solution](#)

570.

1108F

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Quality: 3,574 global accepts · Rating: 2100 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, greedy

[tyzc's solution](#)

571.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: data structures, implementation

[tyzc's solution](#)

572.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: data structures, dp

[tyzc's solution](#)

573.

1079E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: dp, math

[tyzc's solution](#)

574.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[tyzc's solution](#)

575.

1075E

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: dp, geometry

[tyzc's solution](#)

576.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[tyzc's solution](#)

577.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[tyzc's solution](#)

578.

577E

[Points on Plane](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[tyzc's solution](#)

579.

767B

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Quality: 2,248 global accepts · Rating: 2100 · first AC: 2018-03-13 · last AC: 2018-03-13 · GNU C++ (first AC) · Tags: brute force, greedy

[tyzc's solution](#)

580.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2023-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[tyzc's solution](#)

581.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[tyzc's solution](#)

582.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[tyzc's solution](#)

583.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[tyzc's solution](#)

584.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[tyzc's solution](#)

585.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[tyzc's solution](#)

586.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[tyzc's solution](#)

587.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[tyzc's solution](#)

588.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-07-01 · last AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[tyzc's solution](#)

589.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[tyzc's solution](#)

590.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[tyzc's solution](#)

591.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[tyzc's solution](#)

592.

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[tyzc's solution](#)

593.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: bitmasks, dp

[tyzc's solution](#)

594.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[tyzc's solution](#)

595.

1234F

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

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: bitmasks, dp
[tyzc's solution](#)

596.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[tyzc's solution](#)

597.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers
[tyzc's solution](#)

598.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
[tyzc's solution](#)

599.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[tyzc's solution](#)

600.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[tyzc's solution](#)

601.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp
[tyzc's solution](#)

602.

521C

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

Rating: 2200 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
[tyzc's solution](#)

603.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-07-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[tyzc's solution](#)

604.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[tyzc's solution](#)

605.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: dp, strings

[tyzc's solution](#)

606.

807E

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

Rating: 2200 · first AC: 2019-05-27 · GNU C++11 (first AC) · Tags: binary search, greedy

[tyzc's solution](#)

607.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[tyzc's solution](#)

608.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2019-05-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[tyzc's solution](#)

609.

730E

[Award Ceremony](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[tyzc's solution](#)

610.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2019-05-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[tyzc's solution](#)

611.

731D

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

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[tyzc's solution](#)

612.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2019-05-13 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[tyzc's solution](#)

613.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2019-05-09 · GNU C++11 (first AC) · Tags: data structures

[tyzc's solution](#)

614.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[tyzc's solution](#)

615.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[tyzc's solution](#)

616.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures
[tyzc's solution](#)

617.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: data structures
[tyzc's solution](#)

618.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: dp
[tyzc's solution](#)

619.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-11-07 · last AC: 2019-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths
[tyzc's solution](#)

620.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[tyzc's solution](#)

621.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings
[tyzc's solution](#)

622.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-03-07 · GNU C++11 (first AC) · Tags: dp
[tyzc's solution](#)

623.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs
[tyzc's solution](#)

624.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[tyzc's solution](#)

625.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: data structures, implementation
[tyzc's solution](#)

626.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[tyzc's solution](#)

627.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[tyzc's solution](#)

628.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[tyzc's solution](#)

629.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-07 · last AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[tyzc's solution](#)

630.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[tyzc's solution](#)

631.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[tyzc's solution](#)

632.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[tyzc's solution](#)

633.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2020-11-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[tyzc's solution](#)

634.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[tyzc's solution](#)

635.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[tyzc's solution](#)

636.

1379D

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

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · last AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[tyzc's solution](#)

637.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[tyzc's solution](#)

638.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[tyzc's solution](#)

639.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-03-06 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: data structures, dp

[tyzc's solution](#)

640.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2020-02-25 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[tyzc's solution](#)

641.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: dp

[tyzc's solution](#)

642.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[tyzc's solution](#)

643.

1204E

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[tyzc's solution](#)

644.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[tyzc's solution](#)

645.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[tyzc's solution](#)

646.

1203F2

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

Quality: 3,316 global accepts · Rating: 2300 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tyzc's solution](#)

647.

1191E

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

Rating: 2300 · first AC: 2019-08-30 · last AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[tyzc's solution](#)

648.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[tyzc's solution](#)

649.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-07-05 · last AC: 2019-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[tyzc's solution](#)

650.

1173E1

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

Rating: 2300 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: dp, probabilities

[tyzc's solution](#)

651.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2019-05-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[tyzc's solution](#)

652.

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[tyzc's solution](#)

653.

808E

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

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2019-05-15 · last AC: 2019-05-15 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search

[tyzc's solution](#)

654.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-04-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy

[tyzc's solution](#)

655.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: binary search, greedy

[tyzc's solution](#)

656.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2019-04-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[tyzc's solution](#)

657.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2019-03-24 · GNU C++11 (first AC) · Tags: math, matrices

[tyzc's solution](#)

658.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[tyzc's solution](#)

659.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2019-02-13 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[tyzc's solution](#)

660.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: bitmasks, data structures
[tyzc's solution](#)

661.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-12-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[tyzc's solution](#)

662.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation
[tyzc's solution](#)

663.

1638E

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

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
[tyzc's solution](#)

664.

1629F2

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

Rating: 2400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games
[tyzc's solution](#)

665.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[tyzc's solution](#)

666.

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[tyzc's solution](#)

667.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[tyzc's solution](#)

668.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-02-02 · last AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[tyzc's solution](#)

669.

447E

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[tyzc's solution](#)

670.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[tyzc's solution](#)

671.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[tyzc's solution](#)

672.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[tyzc's solution](#)

673.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[tyzc's solution](#)

674.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[tyzc's solution](#)

675.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[tyzc's solution](#)

676.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[tyzc's solution](#)

677.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[tyzc's solution](#)

678.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[tyzc's solution](#)

679.

1210D

[Konrad and Company Evaluation](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[tyzc's solution](#)

680.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[tyzc's solution](#)

681.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[tyzc's solution](#)

682.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[tyzc's solution](#)

683.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[tyzc's solution](#)

684.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[tyzc's solution](#)

685.

1367F2

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

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-30 · last AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[tyzc's solution](#)

686.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[tyzc's solution](#)

687.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[tyzc's solution](#)

688.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[tyzc's solution](#)

689.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-06-25 · last AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[tyzc's solution](#)

690.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[tyzc's solution](#)

691.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[tyzc's solution](#)

692.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[tyzc's solution](#)

693.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[tyzc's solution](#)

694.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[tyzc's solution](#)

695.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-03-06 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[tyzc's solution](#)

696.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[tyzc's solution](#)

697.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[tyzc's solution](#)

698.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees
[tyzc's solution](#)

699.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers
[tyzc's solution](#)

700.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings
[tyzc's solution](#)

701.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: combinatorics, math
[tyzc's solution](#)

702.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: dp, math
[tyzc's solution](#)

703.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[tyzc's solution](#)

704.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[tyzc's solution](#)

705.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[tyzc's solution](#)

706.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2020-01-30 · last AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees
[tyzc's solution](#)

707.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[tyzc's solution](#)

708.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[tyzc's solution](#)

709.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees
[tyzc's solution](#)

710.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
[tyzc's solution](#)

711.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

712.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[tyzc's solution](#)

713.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, ternary search
[tyzc's solution](#)

714.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings
[tyzc's solution](#)

715.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
[tyzc's solution](#)

716.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[tyzc's solution](#)

717.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: dp, greedy
[tyzc's solution](#)

718.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[tyzc's solution](#)

719.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[tyzc's solution](#)

720.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: strings

[tyzc's solution](#)

721.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,617 global accepts · Rating: 2400 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[tyzc's solution](#)

722.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: data structures

[tyzc's solution](#)

723.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[tyzc's solution](#)

724.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[tyzc's solution](#)

725.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: dp

[tyzc's solution](#)

726.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[tyzc's solution](#)

727.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees

[tyzc's solution](#)

728.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2019-01-21 · last AC: 2019-01-21 · GNU C++11 (first AC) · Tags: data structures

[tyzc's solution](#)

729.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[tyzc's solution](#)

730.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[tyzc's solution](#)

731.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[tyzc's solution](#)

732.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[tyzc's solution](#)

733.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[tyzc's solution](#)

734.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[tyzc's solution](#)

735.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[tyzc's solution](#)

736.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[tyzc's solution](#)

737.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tyzc's solution](#)

738.

383B

[Volcanoes](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2019-05-15 · last AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, implementation, sortings, two pointers

[tyzc's solution](#)

739.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[tyzc's solution](#)

740.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[tyzc's solution](#)

741.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[tyzc's solution](#)

742.

1382E

[Mastermind](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[tyzc's solution](#)

743.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[tyzc's solution](#)

744.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[tyzc's solution](#)

745.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[tyzc's solution](#)

746.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[tyzc's solution](#)

747.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[tyzc's solution](#)

748.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[tyzc's solution](#)

749.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[tyzc's solution](#)

750.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[tyzc's solution](#)

751.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[tyzc's solution](#)

752.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[tyzc's solution](#)

753.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[tyzc's solution](#)

754.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[tyzc's solution](#)

755.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[tyzc's solution](#)

756.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[tyzc's solution](#)

757.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-03-28 · last AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[tyzc's solution](#)

758.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[tyzc's solution](#)

759.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[tyzc's solution](#)

760.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[tyzc's solution](#)

761.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, implementation

[tyzc's solution](#)

762.

1174E

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

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[tyzc's solution](#)

763.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[tyzc's solution](#)

764.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: games

[tyzc's solution](#)

765.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, trees

[tyzc's solution](#)

766.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: implementation

[tyzc's solution](#)

767.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-14 · last AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[tyzc's solution](#)

768.

1186E

[Vus the Cossack and a Field](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2500 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, implementation, math

[tyzc's solution](#)

769.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[tyzc's solution](#)

770.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[tyzc's solution](#)

771.

1175F

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

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[tyzc's solution](#)

772.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[tyzc's solution](#)

773.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[tyzc's solution](#)

774.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tyzc's solution](#)

775.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2019-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[tyzc's solution](#)

776.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[tyzc's solution](#)

777.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-03-26 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[tyzc's solution](#)

778.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[tyzc's solution](#)

779.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2021-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[tyzc's solution](#)

780.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[tyzc's solution](#)

781.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[tyzc's solution](#)

782.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[tyzc's solution](#)

783.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[tyzc's solution](#)

784.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[tyzc's solution](#)

785.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
[tyzc's solution](#)

786.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[tyzc's solution](#)

787.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[tyzc's solution](#)

788.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp
[tyzc's solution](#)

789.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[tyzc's solution](#)

790.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-12-15 · last AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[tyzc's solution](#)

791.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[tyzc's solution](#)

792.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[tyzc's solution](#)

793.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[tyzc's solution](#)

794.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[tyzc's solution](#)

795.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[tyzc's solution](#)

796.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[tyzc's solution](#)

797.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[tyzc's solution](#)

798.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[tyzc's solution](#)

799.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[tyzc's solution](#)

800.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[tyzc's solution](#)

801.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[tyzc's solution](#)

802.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-12-07 · last AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[tyzc's solution](#)

803.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-12-04 · last AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[tyzc's solution](#)

804.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[tyzc's solution](#)

805.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-12-01 · last AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[tyzc's solution](#)

806.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[tyzc's solution](#)

807.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[tyzc's solution](#)

808.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[tyzc's solution](#)

809.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[tyzc's solution](#)

810.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[tyzc's solution](#)

811.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[tyzc's solution](#)

812.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[tyzc's solution](#)

813.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[tyzc's solution](#)

814.

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[tyzc's solution](#)

815.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu

[tyzc's solution](#)

816.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[tyzc's solution](#)

817.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tyzc's solution](#)

818.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[tyzc's solution](#)

819.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[tyzc's solution](#)

820.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[tyzc's solution](#)

821.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[tyzc's solution](#)

822.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: data structures, trees

[tyzc's solution](#)

823.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-03-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[tyzc's solution](#)

824.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[tyzc's solution](#)

825.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[tyzc's solution](#)

826.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[tyzc's solution](#)

827.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[tyzc's solution](#)

828.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[tyzc's solution](#)

829.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2019-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[tyzc's solution](#)

830.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2019-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[tyzc's solution](#)

831.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[tyzc's solution](#)

832.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2019-09-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[tyzc's solution](#)

833.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[tyzc's solution](#)

834.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[tyzc's solution](#)

835.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[tyzc's solution](#)

836.

100820J

[Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[tyzc's solution](#)

837.

100820A

[Airports](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tyzc's solution](#)

838.

100820G

[Racing Gems](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tyzc's solution](#)

839.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[tyzc's solution](#)

840.

100820D

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

841.

100820E

[Excellence](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

842.

101656J

[Temple Build](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[tyzc's solution](#)

843.

101656K

[Tile Cut](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

844.

101656E

[Rings and Runes](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

845.

101656D

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

846.

101656G

[Saruman's Level Up](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

847.

101656H

[Seating Chart](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[tyzc's solution](#)

848.

101656B

[Magic Multiple](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[tyzc's solution](#)

849.

101656L

[Tongues](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

850.

101656A

[Good Versus Evil](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

851.

102536B

[C.U.P.S.](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

852.

102536A

[The Slowden Files](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[tyzc's solution](#)

853.

102536E

[A Floor of Many Doors](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

854.

102536K

[I Brook the Code!](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

855.

102536D

[Move to Remove Confidential Blunders](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —
[tyzc's solution](#)

856.

102219A

[Mental Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

857.

101480E

[Export Estimate](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-22 · last AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[tyzc's solution](#)

858.

101972B

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

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

859.

101972I

[Secret Project](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

860.

101972F

[I'm Bored!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

861.

101972G

[Minimax](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

862.

101972C

[Shortest Path!](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

863.

101972J

[Even Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

864.

101972E

[Stupid Submissions](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

865.

101972H

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

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

866.

101972A

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

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

867.

101972K

[Cyclic Shift](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

868.

101972D

[Wooden Fence](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-12 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

869.

101848A

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-11 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

870.

102174L

[eAÜlvja NI](#)

Rating: — · first AC: 2019-05-03 · last AC: 2019-05-03 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

871.

102174C

[T50a6](#)

Rating: — · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

872.

102174H

[vññññ:ep·0Y'^](#)

Rating: — · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: —
[tyzc's solution](#)

873.

102082B

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

Rating: — · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: —

[tyzc's solution](#)

874.

101840B

[Breaking the Curse](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[tyzc's solution](#)

875.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[tyzc's solution](#)

876.

101466D

[Double it](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-29 · GNU C++ (first AC) · Tags: —

[tyzc's solution](#)