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# Unique solved — uhiaoku

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

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Count: 1,155

1.

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1497A

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1462B

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1415A

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1392B

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1391A

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1399B

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678A

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1130A

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1136A

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1095A

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1085A

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1081A

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**93.**

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999A

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**95.**

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**104.**

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: \*special, math  
[uhiaoku's solution](#)

**105.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 800 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**106.**

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

Quality: 16,376 global accepts · Rating: 800 · first AC: 2018-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**107.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2018-03-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[uhiaoku's solution](#)

**108.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[uhiaoku's solution](#)

**109.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[uhiaoku's solution](#)

**110.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,556 global accepts · Rating: 800 · first AC: 2018-02-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**111.**

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,234 global accepts · Rating: 800 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[uhiaoku's solution](#)

**112.**

855A

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

Quality: 27,347 global accepts · Rating: 800 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: brute force, implementation, strings  
[uhiaoku's solution](#)

**113.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: brute force, implementation  
[uhiaoku's solution](#)

**114.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 800 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: geometry, implementation  
[uhiaoku's solution](#)

**115.**

899A

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

Quality: 11,097 global accepts · Rating: 800 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[uhiaoku's solution](#)

**116.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,343 global accepts · Rating: 800 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings  
[uhiaoku's solution](#)

**117.**

112A

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

Quality: 287,244 global accepts · Rating: 800 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: implementation, strings  
[uhiaoku's solution](#)

**118.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,279 global accepts · Rating: 800 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**119.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,251 global accepts · Rating: 800 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: brute force, greedy

[uhiaoku's solution](#)

**120.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,704 global accepts · Rating: 800 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**121.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,466 global accepts · Rating: 800 · first AC: 2018-01-27 · MS C++ (first AC) · Tags: \*special, implementation

[uhiaoku's solution](#)

**122.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,245 global accepts · Rating: 800 · first AC: 2018-01-27 · MS C++ (first AC) · Tags: strings

[uhiaoku's solution](#)

**123.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,824 global accepts · Rating: 800 · first AC: 2018-01-24 · MS C++ (first AC) · Tags: brute force, math

[uhiaoku's solution](#)

**124.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[uhiaoku's solution](#)

**125.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,814 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[uhiaoku's solution](#)

**126.**

1475B

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

Quality: 57,245 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[uhiaoku's solution](#)

**127.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[uhiaoku's solution](#)

**128.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,329 global accepts · Rating: 900 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**129.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**130.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**131.**

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**132.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[uhiaoku's solution](#)

**133.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**134.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,676 global accepts · Rating: 900 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: games

[uhiaoku's solution](#)

**135.**

1374B

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

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**136.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[uhiaoku's solution](#)

**137.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[uhiaoku's solution](#)

**138.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[uhiaoku's solution](#)

**139.**

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[uhiaoku's solution](#)

**140.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**141.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 900 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[uhiaoku's solution](#)

**142.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**143.**

1225A

[Forgetting Things](#) · [Tutorial](#)

Quality: 16,624 global accepts · Rating: 900 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**144.**

1238A

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

Quality: 28,060 global accepts · Rating: 900 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[uhiaoku's solution](#)

**145.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**146.**

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**147.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**148.**

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[uhiaoku's solution](#)

**149.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**150.**

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**151.**

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[uhiaoku's solution](#)

**152.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,071 global accepts · Rating: 900 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[uhiaoku's solution](#)

**153.**

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**154.**

1080B

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

Quality: 12,641 global accepts · Rating: 900 · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**155.**

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**156.**

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**157.**

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 900 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[uhiaoku's solution](#)

**158.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,780 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[uhiaoku's solution](#)

**159.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[uhiaoku's solution](#)

**160.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**161.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,319 global accepts · Rating: 900 · first AC: 2018-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[uhiaoku's solution](#)

**162.**

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**163.**

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-27 · Python 3 (first AC) · Tags: implementation, math

[uhiaoku's solution](#)

**164.**

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: implementation

[uhiaoku's solution](#)

**165.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,644 global accepts · Rating: 900 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: implementation, strings

[uhiaoku's solution](#)

**166.**

1506C

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

Quality: 35,630 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[uhiaoku's solution](#)

**167.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[uhiaoku's solution](#)

**168.**

1474B

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

Quality: 40,331 global accepts · Rating: 1000 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[uhiaoku's solution](#)

**169.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[uhiaoku's solution](#)

**170.**

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[uhiaoku's solution](#)

**171.**

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**172.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[uhiaoku's solution](#)

**173.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,927 global accepts · Rating: 1000 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[uhiaoku's solution](#)

**174.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,846 global accepts · Rating: 1000 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**175.**

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**176.**

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[uhiaoku's solution](#)

**177.**

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[uhiaoku's solution](#)

**178.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[uhiaoku's solution](#)

**179.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[uhiaoku's solution](#)

**180.**

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[uhiaoku's solution](#)

**181.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**182.**

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[uhiaoku's solution](#)

**183.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**184.**

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**185.**

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,679 global accepts · Rating: 1000 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**186.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory  
[uhiaoku's solution](#)

**187.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,292 global accepts · Rating: 1000 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[uhiaoku's solution](#)

**188.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[uhiaoku's solution](#)

**189.**

1266A

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

Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math  
[uhiaoku's solution](#)

**190.**

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**191.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[uhiaoku's solution](#)

**192.**

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**193.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,434 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**194.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**195.**

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**196.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math  
[uhiaoku's solution](#)

**197.**

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**198.**

1223B

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

Quality: 15,895 global accepts · Rating: 1000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[uhiaoku's solution](#)

**199.**

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings  
[uhiaoku's solution](#)

**200.**

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1000 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
[uhiaoku's solution](#)

**201.**

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[uhiaoku's solution](#)

**202.**

1144C

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

Quality: 16,363 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[uhiaoku's solution](#)

**203.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[uhiaoku's solution](#)

**204.**

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**205.**

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**206.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,471 global accepts · Rating: 1000 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**207.**

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[uhiaoku's solution](#)

**208.**

1133A

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

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**209.**

1090M

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

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**210.**

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[uhiaoku's solution](#)

**211.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers  
[uhiaoku's solution](#)

**212.**

967B

[Watering System](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1000 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings  
[uhiaoku's solution](#)

**213.**

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: greedy  
[uhiaoku's solution](#)

**214.**

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**215.**

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: implementation, sortings  
[uhiaoku's solution](#)

**216.**

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**217.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[uhiaoku's solution](#)

**218.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,426 global accepts · Rating: 1000 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: implementation, strings  
[uhiaoku's solution](#)

**219.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2018-01-27 · MS C++ (first AC) · Tags: math  
[uhiaoku's solution](#)

**220.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[uhiaoku's solution](#)

**221.**

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**222.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs  
[uhiaoku's solution](#)

**223.**

1415B

[Repainting Street](#) · [Tutorial](#)

Quality: 12,533 global accepts · Rating: 1100 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
[uhiaoku's solution](#)

**224.**

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**225.**

1395B

[Bobniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[uhiaoku's solution](#)

**226.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[uhiaoku's solution](#)

**227.**

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory  
[uhiaoku's solution](#)

**228.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math  
[uhiaoku's solution](#)

**229.**

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math  
[uhiaoku's solution](#)

**230.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation  
[uhiaoku's solution](#)

**231.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[uhiaoku's solution](#)

**232.**

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**233.**

1293A

[Conner and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[uhiaoku's solution](#)

**234.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[uhiaoku's solution](#)

**235.**

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,229 global accepts · Rating: 1100 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[uhiaoku's solution](#)

**236.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[uhiaoku's solution](#)

**237.**

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[uhiaoku's solution](#)

**238.**

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,783 global accepts · Rating: 1100 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[uhiaoku's solution](#)

**239.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,733 global accepts · Rating: 1100 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**240.**

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings  
[uhiaoku's solution](#)

**241.**

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation  
[uhiaoku's solution](#)

**242.**

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings  
[uhiaoku's solution](#)

**243.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**244.**

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**245.**

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**246.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[uhiaoku's solution](#)

**247.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation  
[uhiaoku's solution](#)

**248.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**249.**

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[uhiaoku's solution](#)

**250.**

1146B

[Hate "A" · Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[uhiaoku's solution](#)

**251.**

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**252.**

1099B

[Squares and Segments · Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math  
[uhiaoku's solution](#)

**253.**

1117A

[Best Subsegment · Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**254.**

1132A

[Regular Bracket Sequence · Tutorial](#)

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**255.**

1112A

[Technogoblet of Fire · Tutorial](#)

Rating: 1100 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**256.**

1085B

[Div Times Mod · Tutorial](#)

Quality: 10,086 global accepts · Rating: 1100 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**257.**

799A

[Carrot Cakes · Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[uhiaoku's solution](#)

**258.**

975B

[Mancala · Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation  
[uhiaoku's solution](#)

**259.**

967A

[Mind the Gap · Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**260.**

950B

[Intercepted Message · Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**261.**

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[uhiaoku's solution](#)

**262.**

946B

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

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2018-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[uhiaoku's solution](#)

**263.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings  
[uhiaoku's solution](#)

**264.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**265.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**266.**

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[uhiaoku's solution](#)

**267.**

1399C

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

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers  
[uhiaoku's solution](#)

**268.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[uhiaoku's solution](#)

**269.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings  
[uhiaoku's solution](#)

**270.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers  
[uhiaoku's solution](#)

**271.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[uhiaoku's solution](#)

**272.**

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**273.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[uhiaoku's solution](#)

**274.**

102599G

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

Rating: 1200 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**275.**

102599D

[Young Explorers](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**276.**

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory, two pointers

[uhiaoku's solution](#)

**277.**

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[uhiaoku's solution](#)

**278.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[uhiaoku's solution](#)

**279.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[uhiaoku's solution](#)

**280.**

1352C

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

Quality: 69,769 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[uhiaoku's solution](#)

**281.**

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[uhiaoku's solution](#)

**282.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy,

strings, two pointers

[uhiaoku's solution](#)

**283.**

1327B

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

Quality: 19,493 global accepts · Rating: 1200 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy

[uhiaoku's solution](#)

**284.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[uhiaoku's solution](#)

**285.**

262B

[Roma and Changing Signs](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1200 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[uhiaoku's solution](#)

**286.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, sortings

[uhiaoku's solution](#)

**287.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[uhiaoku's solution](#)

**288.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[uhiaoku's solution](#)

**289.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[uhiaoku's solution](#)

**290.**

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[uhiaoku's solution](#)

**291.**

1257C

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

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[uhiaoku's solution](#)

**292.**

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,623 global accepts · Rating: 1200 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**293.**

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[uhiaoku's solution](#)

**294.**

1155B

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

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation  
[uhiaoku's solution](#)

**295.**

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**296.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**297.**

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[uhiaoku's solution](#)

**298.**

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,424 global accepts · Rating: 1200 · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[uhiaoku's solution](#)

**299.**

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[uhiaoku's solution](#)

**300.**

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[uhiaoku's solution](#)

**301.**

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[uhiaoku's solution](#)

**302.**

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[uhiaoku's solution](#)

**303.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,120 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers  
[uhiaoku's solution](#)

**304.**

1133B

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

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[uhiaoku's solution](#)

**305.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[uhiaoku's solution](#)

**306.**

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**307.**

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees  
[uhiaoku's solution](#)

**308.**

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2018-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**309.**

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**310.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**311.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[uhiaoku's solution](#)

**312.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,345 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers  
[uhiaoku's solution](#)

**313.**

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation  
[uhiaoku's solution](#)

**314.**

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[uhiaoku's solution](#)

**315.**

928A

[Login Verification](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[uhiaoku's solution](#)

**316.**

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[uhiaoku's solution](#)

**317.**

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[uhiaoku's solution](#)

**318.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[uhiaoku's solution](#)

**319.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[uhiaoku's solution](#)

**320.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[uhiaoku's solution](#)

**321.**

1454D

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

Quality: 22,147 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[uhiaoku's solution](#)

**322.**

1341B

[Nastya and Door](#) · [Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[uhiaoku's solution](#)

**323.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**324.**

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[uhiaoku's solution](#)

**325.**

1364B

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

Quality: 26,179 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers  
[uhiaoku's solution](#)

**326.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[uhiaoku's solution](#)

**327.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,956 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers  
[uhiaoku's solution](#)

**328.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[uhiaoku's solution](#)

**329.**

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[uhiaoku's solution](#)

**330.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[uhiaoku's solution](#)

**331.**

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[uhiaoku's solution](#)

**332.**

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**333.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math  
[uhiaoku's solution](#)

**334.**

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math  
[uhiaoku's solution](#)

**335.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[uhiaoku's solution](#)

**336.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[uhiaoku's solution](#)

**337.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[uhiaoku's solution](#)

**338.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[uhiaoku's solution](#)

**339.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**340.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[uhiaoku's solution](#)

**341.**

1225B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[uhiaoku's solution](#)

**342.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[uhiaoku's solution](#)

**343.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[uhiaoku's solution](#)

**344.**

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[uhiaoku's solution](#)

**345.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[uhiaoku's solution](#)

**346.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[uhiaoku's solution](#)

**347.**

1159B

[Expansion coefficient of the array](#) · [Tutorial](#)

Quality: 7,850 global accepts · Rating: 1300 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**348.**

1157C1

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

Quality: 13,454 global accepts · Rating: 1300 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[uhiaoku's solution](#)

**349.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[uhiaoku's solution](#)

**350.**

1152B

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

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math  
[uhiaoku's solution](#)

**351.**

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2019-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[uhiaoku's solution](#)

**352.**

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[uhiaoku's solution](#)

**353.**

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings  
[uhiaoku's solution](#)

**354.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**355.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2019-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[uhiaoku's solution](#)

**356.**

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings  
[uhiaoku's solution](#)

**357.**

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs  
[uhiaoku's solution](#)

**358.**

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[uhiaoku's solution](#)

**359.**

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 1300 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**360.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**361.**

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**362.**

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[uhiaoku's solution](#)

**363.**

957A

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

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**364.**

926A

[2-3-numbers](#) · [Tutorial](#)

Quality: 4,160 global accepts · Rating: 1300 · first AC: 2018-03-17 · PascalABC.NET (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**365.**

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2018-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[uhiaoku's solution](#)

**366.**

929B

[AÄ5D5C 2 D 0CÄ>C`QD\\$5](#)

Quality: 2,087 global accepts · Rating: 1300 · first AC: 2018-03-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[uhiaoku's solution](#)

**367.**

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2018-02-11 · MS C++ (first AC) · Tags: brute force, implementation  
[uhiaoku's solution](#)

**368.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2018-02-02 · MS C++ (first AC) · Tags: math, number theory

[uhiaoku's solution](#)

**369.**

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-27 · GNU C++11 (first AC) · Tags: implementation

[uhiaoku's solution](#)

**370.**

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[uhiaoku's solution](#)

**371.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math

[uhiaoku's solution](#)

**372.**

1462D

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

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

[uhiaoku's solution](#)

**373.**

1461B

[Find the Spruce](#) · [Tutorial](#)

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

[uhiaoku's solution](#)

**374.**

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[uhiaoku's solution](#)

**375.**

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,458 global accepts · Rating: 1400 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[uhiaoku's solution](#)

**376.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[uhiaoku's solution](#)

**377.**

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math, ternary search

[uhiaoku's solution](#)

**378.**

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, greedy  
[uhiaoku's solution](#)

**379.**

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,091 global accepts · Rating: 1400 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, two pointers  
[uhiaoku's solution](#)

**380.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers  
[uhiaoku's solution](#)

**381.**

102599F

[Game With Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**382.**

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[uhiaoku's solution](#)

**383.**

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: games, math, number theory  
[uhiaoku's solution](#)

**384.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math  
[uhiaoku's solution](#)

**385.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[uhiaoku's solution](#)

**386.**

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[uhiaoku's solution](#)

**387.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[uhiaoku's solution](#)

**388.**

1332B

[Composite Coloring](#) · [Tutorial](#)

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[uhiaoku's solution](#)

**389.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[uhiaoku's solution](#)

**390.**

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,990 global accepts · Rating: 1400 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation  
[uhiaoku's solution](#)

**391.**

262C

[Maxim and Discounts](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[uhiaoku's solution](#)

**392.**

272B

[Dima and Sequence](#) · [Tutorial](#)

Quality: 4,289 global accepts · Rating: 1400 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**393.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers  
[uhiaoku's solution](#)

**394.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[uhiaoku's solution](#)

**395.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[uhiaoku's solution](#)

**396.**

1282B1

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

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[uhiaoku's solution](#)

**397.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[uhiaoku's solution](#)

**398.**

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[uhiaoku's solution](#)

**399.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[uhiaoku's solution](#)

**400.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[uhiaoku's solution](#)

**401.**

1253B

[Silly Mistake](#) · [Tutorial](#)

Quality: 11,705 global accepts · Rating: 1400 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[uhiaoku's solution](#)

**402.**

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,003 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[uhiaoku's solution](#)

**403.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1400 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, interactive, math

[uhiaoku's solution](#)

**404.**

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[uhiaoku's solution](#)

**405.**

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[uhiaoku's solution](#)

**406.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**407.**

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[uhiaoku's solution](#)

**408.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[uhiaoku's solution](#)

**409.**

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[uhiaoku's solution](#)

**410.**

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu  
[uhiaoku's solution](#)

**411.**

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[uhiaoku's solution](#)

**412.**

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[uhiaoku's solution](#)

**413.**

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2018-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[uhiaoku's solution](#)

**414.**

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[uhiaoku's solution](#)

**415.**

994B

[Knights of a Polygonal Table](#) · [Tutorial](#)

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[uhiaoku's solution](#)

**416.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[uhiaoku's solution](#)

**417.**

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings  
[uhiaoku's solution](#)

**418.**

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search  
[uhiaoku's solution](#)

**419.**

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,637 global accepts · Rating: 1400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation  
[uhiaoku's solution](#)

**420.**

955B

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

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**421.**

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[uhiaoku's solution](#)

**422.**

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2018-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[uhiaoku's solution](#)

**423.**

929A

[A@CaiC B C\\$5C`>D 8Cô5CD>C](#)

Quality: 2,557 global accepts · Rating: 1400 · first AC: 2018-03-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, greedy, implementation

[uhiaoku's solution](#)

**424.**

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[uhiaoku's solution](#)

**425.**

928B

[Chat](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dp

[uhiaoku's solution](#)

**426.**

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[uhiaoku's solution](#)

**427.**

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[uhiaoku's solution](#)

**428.**

1482B

[Restore Modulo](#) · [Tutorial](#)

Quality: 9,592 global accepts · Rating: 1500 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[uhiaoku's solution](#)

**429.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[uhiaoku's solution](#)

**430.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[uhiaoku's solution](#)

**431.**

1462E1

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

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

[uhiaoku's solution](#)

**432.**

1461C

[Random Events](#) · [Tutorial](#)

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

[uhiaoku's solution](#)

**433.**

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[uhiaoku's solution](#)

**434.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings

[uhiaoku's solution](#)

**435.**

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math

[uhiaoku's solution](#)

**436.**

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[uhiaoku's solution](#)

**437.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[uhiaoku's solution](#)

**438.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[uhiaoku's solution](#)

**439.**

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[uhiaoku's solution](#)

**440.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[uhiaoku's solution](#)

**441.**

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[uhiaoku's solution](#)

**442.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**443.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[uhiaoku's solution](#)

**444.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**445.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[uhiaoku's solution](#)

**446.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[uhiaoku's solution](#)

**447.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[uhiaoku's solution](#)

**448.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[uhiaoku's solution](#)

**449.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, two pointers

[uhiaoku's solution](#)

**450.**

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[uhiaoku's solution](#)

**451.**

1326D1

[Prefix-Suffix Palindrome \(Easy version\) · Tutorial](#)

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[uhiaoku's solution](#)

**452.**

1325C

[Ehab and Path-etic MEXs · Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[uhiaoku's solution](#)

**453.**

1300C

[Anu Has a Function · Tutorial](#)

Rating: 1500 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**454.**

1283C

[Friends and Gifts · Tutorial](#)

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[uhiaoku's solution](#)

**455.**

1269B

[Modulo Equality · Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[uhiaoku's solution](#)

**456.**

1278B

[A and B · Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**457.**

1263D

[Secret Passwords · Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[uhiaoku's solution](#)

**458.**

1253C

[Sweets Eating · Tutorial](#)

Quality: 15,304 global accepts · Rating: 1500 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[uhiaoku's solution](#)

**459.**

1249C2

[Good Numbers \(hard version\) · Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[uhiaoku's solution](#)

**460.**

1236B

[Alice and the List of Presents · Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[uhiaoku's solution](#)

**461.**

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[uhiaoku's solution](#)

**462.**

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[uhiaoku's solution](#)

**463.**

1167D

[Bicolored RBS](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[uhiaoku's solution](#)

**464.**

1159C

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

Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[uhiaoku's solution](#)

**465.**

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[uhiaoku's solution](#)

**466.**

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[uhiaoku's solution](#)

**467.**

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[uhiaoku's solution](#)

**468.**

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[uhiaoku's solution](#)

**469.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,228 global accepts · Rating: 1500 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[uhiaoku's solution](#)

**470.**

1031B

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

Quality: 4,065 global accepts · Rating: 1500 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**471.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math,

trees

[uhiaoku's solution](#)

**472.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[uhiaoku's solution](#)

**473.**

1141C

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

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**474.**

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[uhiaoku's solution](#)

**475.**

1133D

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

Quality: 16,451 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

[uhiaoku's solution](#)

**476.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · last AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[uhiaoku's solution](#)

**477.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[uhiaoku's solution](#)

**478.**

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,618 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[uhiaoku's solution](#)

**479.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[uhiaoku's solution](#)

**480.**

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1500 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[uhiaoku's solution](#)

**481.**

926G

[Large Bouquets](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 1500 · first AC: 2018-03-17 · Mono C# (first AC) · Tags: —

[uhiaoku's solution](#)

**482.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[uhiaoku's solution](#)

**483.**

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[uhiaoku's solution](#)

**484.**

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[uhiaoku's solution](#)

**485.**

1520F1

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

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[uhiaoku's solution](#)

**486.**

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[uhiaoku's solution](#)

**487.**

1482C

[Basic Diplomacy](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1600 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[uhiaoku's solution](#)

**488.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[uhiaoku's solution](#)

**489.**

1461D

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

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

[uhiaoku's solution](#)

**490.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,204 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[uhiaoku's solution](#)

**491.**

101911A

[Coffee Break](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**492.**

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[uhiaoku's solution](#)

**493.**

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[uhiaoku's solution](#)

**494.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy  
[uhiaoku's solution](#)

**495.**

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[uhiaoku's solution](#)

**496.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation  
[uhiaoku's solution](#)

**497.**

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings  
[uhiaoku's solution](#)

**498.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[uhiaoku's solution](#)

**499.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[uhiaoku's solution](#)

**500.**

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[uhiaoku's solution](#)

**501.**

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings  
[uhiaoku's solution](#)

**502.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings  
[uhiaoku's solution](#)

**503.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[uhiaoku's solution](#)

**504.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[uhiaoku's solution](#)

**505.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[uhiaoku's solution](#)

**506.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: games, trees  
[uhiaoku's solution](#)

**507.**

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**508.**

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[uhiaoku's solution](#)

**509.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**510.**

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory  
[uhiaoku's solution](#)

**511.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[uhiaoku's solution](#)

**512.**

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory  
[uhiaoku's solution](#)

**513.**

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[uhiaoku's solution](#)

**514.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[uhiaoku's solution](#)

**515.**

1282B2

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

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[uhiaoku's solution](#)

**516.**

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[uhiaoku's solution](#)

**517.**

1255C

[League of Leesins](#) · [Tutorial](#)

Quality: 7,223 global accepts · Rating: 1600 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[uhiaoku's solution](#)

**518.**

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[uhiaoku's solution](#)

**519.**

1223C

[Save the Nature](#) · [Tutorial](#)

Quality: 9,762 global accepts · Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[uhiaoku's solution](#)

**520.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[uhiaoku's solution](#)

**521.**

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,198 global accepts · Rating: 1600 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[uhiaoku's solution](#)

**522.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[uhiaoku's solution](#)

**523.**

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[uhiaoku's solution](#)

**524.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[uhiaoku's solution](#)

**525.**

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2019-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[uhiaoku's solution](#)

**526.**

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[uhiaoku's solution](#)

**527.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings  
[uhiaoku's solution](#)

**528.**

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings  
[uhiaoku's solution](#)

**529.**

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[uhiaoku's solution](#)

**530.**

1133F1

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

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs  
[uhiaoku's solution](#)

**531.**

1112B

[System Testing](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**532.**

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry  
[uhiaoku's solution](#)

**533.**

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**534.**

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[uhiaoku's solution](#)

**535.**

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings  
[uhiaoku's solution](#)

**536.**

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force  
[uhiaoku's solution](#)

**537.**

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[uhiaoku's solution](#)

**538.**

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**539.**

957C

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

Rating: 1600 · first AC: 2018-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[uhiaoku's solution](#)

**540.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[uhiaoku's solution](#)

**541.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2018-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures  
[uhiaoku's solution](#)

**542.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation  
[uhiaoku's solution](#)

**543.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy, math  
[uhiaoku's solution](#)

**544.**

1474C

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

Quality: 14,160 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings  
[uhiaoku's solution](#)

**545.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[uhiaoku's solution](#)

**546.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[uhiaoku's solution](#)

**547.**

1462E2

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

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

[uhiaoku's solution](#)

**548.**

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[uhiaoku's solution](#)

**549.**

101911B

[Glider](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**550.**

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[uhiaoku's solution](#)

**551.**

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[uhiaoku's solution](#)

**552.**

1341D

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

Rating: 1700 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[uhiaoku's solution](#)

**553.**

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,662 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[uhiaoku's solution](#)

**554.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,820 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[uhiaoku's solution](#)

**555.**

1361A

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

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

[uhiaoku's solution](#)

**556.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math  
[uhiaoku's solution](#)

**557.**

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
[uhiaoku's solution](#)

**558.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[uhiaoku's solution](#)

**559.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[uhiaoku's solution](#)

**560.**

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math  
[uhiaoku's solution](#)

**561.**

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers  
[uhiaoku's solution](#)

**562.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings  
[uhiaoku's solution](#)

**563.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math  
[uhiaoku's solution](#)

**564.**

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings  
[uhiaoku's solution](#)

**565.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[uhiaoku's solution](#)

**566.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, number theory

[uhiaoku's solution](#)

**567.**

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[uhiaoku's solution](#)

**568.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[uhiaoku's solution](#)

**569.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[uhiaoku's solution](#)

**570.**

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[uhiaoku's solution](#)

**571.**

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation

[uhiaoku's solution](#)

**572.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[uhiaoku's solution](#)

**573.**

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[uhiaoku's solution](#)

**574.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[uhiaoku's solution](#)

**575.**

1255D

[Feeding Chicken](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[uhiaoku's solution](#)

**576.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu

[uhiaoku's solution](#)

**577.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[uhiaoku's solution](#)

**578.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[uhiaoku's solution](#)

**579.**

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[uhiaoku's solution](#)

**580.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force

[uhiaoku's solution](#)

**581.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[uhiaoku's solution](#)

**582.**

1157C2

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

Quality: 9,080 global accepts · Rating: 1700 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[uhiaoku's solution](#)

**583.**

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[uhiaoku's solution](#)

**584.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[uhiaoku's solution](#)

**585.**

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[uhiaoku's solution](#)

**586.**

1118D1

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

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[uhiaoku's solution](#)

**587.**

1118D2

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

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[uhiaoku's solution](#)

**588.**

1130D1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 1700 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[uhiaoku's solution](#)

**589.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
[uhiaoku's solution](#)

**590.**

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[uhiaoku's solution](#)

**591.**

1085D

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

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, trees  
[uhiaoku's solution](#)

**592.**

1000C

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

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings  
[uhiaoku's solution](#)

**593.**

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**594.**

926C

[Is This a Zebra?](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2018-03-17 · GNU C11 (first AC) · Tags: implementation  
[uhiaoku's solution](#)

**595.**

926I

[A Vital Problem](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 1700 · first AC: 2018-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**596.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[uhiaoku's solution](#)

**597.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation  
[uhiaoku's solution](#)

**598.**

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[uhiaoku's solution](#)

**599.**

1462F

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

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

[uhiaoku's solution](#)

**600.**

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation

[uhiaoku's solution](#)

**601.**

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings

[uhiaoku's solution](#)

**602.**

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[uhiaoku's solution](#)

**603.**

102599I

[Count Triangles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**604.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[uhiaoku's solution](#)

**605.**

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[uhiaoku's solution](#)

**606.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[uhiaoku's solution](#)

**607.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[uhiaoku's solution](#)

**608.**

691C

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

Quality: 2,971 global accepts · Rating: 1800 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[uhiaoku's solution](#)

**609.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math  
[uhiaoku's solution](#)

**610.**

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[uhiaoku's solution](#)

**611.**

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
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**612.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees  
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**613.**

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings  
[uhiaoku's solution](#)

**614.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,178 global accepts · Rating: 1800 · first AC: 2019-12-13 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[uhiaoku's solution](#)

**615.**

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
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**616.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths  
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**617.**

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers  
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**618.**

733C

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Quality: 3,544 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[uhiaoku's solution](#)

**619.**

1267J

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Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[uhiaoku's solution](#)

**620.**

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[uhiaoku's solution](#)

**621.**

1225D

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Quality: 10,042 global accepts · Rating: 1800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory

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**622.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[uhiaoku's solution](#)

**623.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

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**624.**

1152C

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[uhiaoku's solution](#)

**625.**

1119D

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Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[uhiaoku's solution](#)

**626.**

1154E

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**627.**

1118F1

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Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[uhiaoku's solution](#)

**628.**

1130D2

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**629.**

1136D

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**630.**

1133E

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**631.**

1138B

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[uhiaoku's solution](#)

**632.**

1096D

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Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

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**633.**

1090D

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**634.**

1077E

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[uhiaoku's solution](#)

**635.**

926B

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**636.**

1482D

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Quality: 4,115 global accepts · Rating: 1900 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, shortest paths

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**637.**

1475G

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Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[uhiaoku's solution](#)

**638.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[uhiaoku's solution](#)

**639.**

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[uhiaoku's solution](#)

**640.**

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[uhiaoku's solution](#)

**641.**

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[uhiaoku's solution](#)

**642.**

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[uhiaoku's solution](#)

**643.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

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**644.**

1348D

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Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[uhiaoku's solution](#)

**645.**

1375D

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Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

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**646.**

1371E1

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

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**647.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,229 global accepts · Rating: 1900 · first AC: 2020-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[uhiaoku's solution](#)

**648.**

1367E

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Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[uhiaoku's solution](#)

**649.**

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy  
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**650.**

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms  
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**651.**

1361B

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Quality: 3,859 global accepts · Rating: 1900 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings  
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**652.**

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers  
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**653.**

1360G

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Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
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**654.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math  
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**655.**

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2020-05-27 · C++14 (GCC 6-32) (first AC) · Tags: matrices  
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**656.**

1358D

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Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers  
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**657.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees  
[uhiaoku's solution](#)

**658.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,722 global accepts · Rating: 1900 · first AC: 2020-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[uhiaoku's solution](#)

**659.**

262D

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[uhiaoku's solution](#)

**660.**

1311F

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Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[uhiaoku's solution](#)

**661.**

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[uhiaoku's solution](#)

**662.**

25D

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Quality: 15,577 global accepts · Rating: 1900 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, trees

[uhiaoku's solution](#)

**663.**

463D

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Quality: 7,298 global accepts · Rating: 1900 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

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**664.**

61E

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Quality: 15,175 global accepts · Rating: 1900 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

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**665.**

192E

[Fools and Roads](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

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**666.**

1294E

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Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[uhiaoku's solution](#)

**667.**

1285D

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Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

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**668.**

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

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**669.**

1277D

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Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, math

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**670.**

1277E

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**671.**

191C

[Fools and Roads · Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

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**672.**

1242B

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**673.**

961E

[Tufurama · Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

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**674.**

1237C2

[Balanced Removals \(Harder\) · Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

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**675.**

1213E

[Two Small Strings · Tutorial](#)

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[uhiaoku's solution](#)

**676.**

1163C1

[Power Transmission \(Easy Edition\) · Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[uhiaoku's solution](#)

**677.**

1163C2

[Power Transmission \(Hard Edition\) · Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math

[uhiaoku's solution](#)

**678.**

1141F1

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

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**679.**

1141F2

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

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
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**680.**

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[uhiaoku's solution](#)

**681.**

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory, strings

[uhiaoku's solution](#)

**682.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[uhiaoku's solution](#)

**683.**

1133F2

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

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[uhiaoku's solution](#)

**684.**

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[uhiaoku's solution](#)

**685.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[uhiaoku's solution](#)

**686.**

1599C

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Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

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**687.**

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

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**688.**

1506F

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Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

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**689.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms

[uhiaoku's solution](#)

**690.**

1454E

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Quality: 6,619 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

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**691.**

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

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**692.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

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**693.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[uhiaoku's solution](#)

**694.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[uhiaoku's solution](#)

**695.**

1350D

[Orac and Medians](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-11 · last AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[uhiaoku's solution](#)

**696.**

1350E

[Orac and Game of Life](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation, math, shortest paths

[uhiaoku's solution](#)

**697.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, math

[uhiaoku's solution](#)

**698.**

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[uhiaoku's solution](#)

**699.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[uhiaoku's solution](#)

## 700.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[uhiaoku's solution](#)

## 701.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[uhiaoku's solution](#)

## 702.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[uhiaoku's solution](#)

## 703.

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[uhiaoku's solution](#)

## 704.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[uhiaoku's solution](#)

## 705.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[uhiaoku's solution](#)

## 706.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[uhiaoku's solution](#)

## 707.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[uhiaoku's solution](#)

## 708.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[uhiaoku's solution](#)

## 709.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[uhiaoku's solution](#)

**710.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2020-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[uhiaoku's solution](#)

**711.**

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[uhiaoku's solution](#)

**712.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2020-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[uhiaoku's solution](#)

**713.**

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings  
[uhiaoku's solution](#)

**714.**

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,435 global accepts · Rating: 2000 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[uhiaoku's solution](#)

**715.**

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings  
[uhiaoku's solution](#)

**716.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, number theory  
[uhiaoku's solution](#)

**717.**

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation  
[uhiaoku's solution](#)

**718.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers  
[uhiaoku's solution](#)

**719.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[uhiaoku's solution](#)

**720.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2019-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp

[uhiaoku's solution](#)

**721.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[uhiaoku's solution](#)

**722.**

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2018-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[uhiaoku's solution](#)

**723.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math

[uhiaoku's solution](#)

**724.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[uhiaoku's solution](#)

**725.**

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2100 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[uhiaoku's solution](#)

**726.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[uhiaoku's solution](#)

**727.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[uhiaoku's solution](#)

**728.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp, greedy, trees

[uhiaoku's solution](#)

**729.**

1472F

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

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[uhiaoku's solution](#)

**730.**

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[uhiaoku's solution](#)

### 731.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[uhiaoku's solution](#)

### 732.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search

[uhiaoku's solution](#)

### 733.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[uhiaoku's solution](#)

### 734.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-17 · last AC: 2020-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[uhiaoku's solution](#)

### 735.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[uhiaoku's solution](#)

### 736.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[uhiaoku's solution](#)

### 737.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[uhiaoku's solution](#)

### 738.

102599J

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

Rating: 2100 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

### 739.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[uhiaoku's solution](#)

### 740.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[uhiaoku's solution](#)

**741.**

1367F1

[Flying Sort \(Easy Version\) · Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[uhiaoku's solution](#)

**742.**

1366E

[Two Arrays · Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[uhiaoku's solution](#)

**743.**

1365F

[Swaps Again · Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[uhiaoku's solution](#)

**744.**

1223E

[Paint the Tree · Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[uhiaoku's solution](#)

**745.**

1363D

[Guess The Maximums · Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[uhiaoku's solution](#)

**746.**

1360H

[Binary Median · Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[uhiaoku's solution](#)

**747.**

702E

[Analysis of Pathes in Functional Graph · Tutorial](#)

Quality: 3,108 global accepts · Rating: 2100 · first AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[uhiaoku's solution](#)

**748.**

498C

[Array and Operations · Tutorial](#)

Quality: 4,188 global accepts · Rating: 2100 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, number theory

[uhiaoku's solution](#)

**749.**

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[uhiaoku's solution](#)

**750.**

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[uhiaoku's solution](#)

## 751.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[uhiaoku's solution](#)

## 752.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[uhiaoku's solution](#)

## 753.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[uhiaoku's solution](#)

## 754.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[uhiaoku's solution](#)

## 755.

282D

[Yet Another Number Game](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2020-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[uhiaoku's solution](#)

## 756.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2019-12-17 · last AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[uhiaoku's solution](#)

## 757.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2019-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[uhiaoku's solution](#)

## 758.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[uhiaoku's solution](#)

## 759.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[uhiaoku's solution](#)

## 760.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2019-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs

[uhiaoku's solution](#)

**761.**

1121F

[Compress String](#) · [Tutorial](#)

Quality: 2100 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: strings

[uhiaoku's solution](#)

**762.**

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[uhiaoku's solution](#)

**763.**

1520G

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

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[uhiaoku's solution](#)

**764.**

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[uhiaoku's solution](#)

**765.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[uhiaoku's solution](#)

**766.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[uhiaoku's solution](#)

**767.**

1461E

[Water Level](#) · [Tutorial](#)

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

[uhiaoku's solution](#)

**768.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[uhiaoku's solution](#)

**769.**

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[uhiaoku's solution](#)

**770.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[uhiaoku's solution](#)

### 771.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[uhiaoku's solution](#)

### 772.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[uhiaoku's solution](#)

### 773.

1353F

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

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-06-11 · last AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[uhiaoku's solution](#)

### 774.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2020-05-28 · last AC: 2020-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[uhiaoku's solution](#)

### 775.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[uhiaoku's solution](#)

### 776.

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2020-04-19 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings

[uhiaoku's solution](#)

### 777.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[uhiaoku's solution](#)

### 778.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[uhiaoku's solution](#)

### 779.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[uhiaoku's solution](#)

### 780.

1305E

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

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[uhiaoku's solution](#)

### 781.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[uhiaoku's solution](#)

### 782.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[uhiaoku's solution](#)

### 783.

1311E

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

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees  
[uhiaoku's solution](#)

### 784.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[uhiaoku's solution](#)

### 785.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2019-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[uhiaoku's solution](#)

### 786.

491C

[Deciphering](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2300 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings  
[uhiaoku's solution](#)

### 787.

585D

[Lizard Era: Beginning](#) · [Tutorial](#)

Quality: 2,038 global accepts · Rating: 2300 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle  
[uhiaoku's solution](#)

### 788.

1397E

[Monster Invaders](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[uhiaoku's solution](#)

### 789.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing  
[uhiaoku's solution](#)

### 790.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings  
[uhiaoku's solution](#)

**791.**

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, trees

[uhiaoku's solution](#)

**792.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[uhiaoku's solution](#)

**793.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[uhiaoku's solution](#)

**794.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[uhiaoku's solution](#)

**795.**

670F

[Restore a Number](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[uhiaoku's solution](#)

**796.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[uhiaoku's solution](#)

**797.**

78E

[Evacuation](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2300 · first AC: 2020-04-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, shortest paths

[uhiaoku's solution](#)

**798.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, math, number theory

[uhiaoku's solution](#)

**799.**

1304F1

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

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[uhiaoku's solution](#)

**800.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2020-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[uhiaoku's solution](#)

**801.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[uhiaoku's solution](#)

**802.**

1282D

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

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[uhiaoku's solution](#)

**803.**

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[uhiaoku's solution](#)

**804.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-03-28 · last AC: 2021-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[uhiaoku's solution](#)

**805.**

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[uhiaoku's solution](#)

**806.**

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2021-03-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[uhiaoku's solution](#)

**807.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[uhiaoku's solution](#)

**808.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[uhiaoku's solution](#)

**809.**

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-12-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[uhiaoku's solution](#)

**810.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[uhiaoku's solution](#)

**811.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-16 · last AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[uhiaoku's solution](#)

**812.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-29 · last AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[uhiaoku's solution](#)

**813.**

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures

[uhiaoku's solution](#)

**814.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[uhiaoku's solution](#)

**815.**

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-07-06 · last AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[uhiaoku's solution](#)

**816.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[uhiaoku's solution](#)

**817.**

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[uhiaoku's solution](#)

**818.**

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[uhiaoku's solution](#)

**819.**

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[uhiaoku's solution](#)

**820.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[uhiaoku's solution](#)

**821.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-24 · last AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[uhiaoku's solution](#)

**822.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2020-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[uhiaoku's solution](#)

**823.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-09 · last AC: 2020-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[uhiaoku's solution](#)

**824.**

1330E

[Drazil Likes Heap](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[uhiaoku's solution](#)

**825.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-05 · last AC: 2020-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[uhiaoku's solution](#)

**826.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[uhiaoku's solution](#)

**827.**

1304F2

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

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[uhiaoku's solution](#)

**828.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[uhiaoku's solution](#)

**829.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[uhiaoku's solution](#)

**830.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2021-02-16 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, trees

[uhiaoku's solution](#)

**831.**

1474E

[What Is It? · Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[uhiaoku's solution](#)

**832.**

1354F

[Summoning Minions · Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings  
[uhiaoku's solution](#)

**833.**

1375E

[Inversion SwapSort · Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[uhiaoku's solution](#)

**834.**

1374E2

[Reading Books \(hard version\) · Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers  
[uhiaoku's solution](#)

**835.**

1368E

[Ski Accidents · Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[uhiaoku's solution](#)

**836.**

1361C

[Johnny and Megan's Necklace · Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs  
[uhiaoku's solution](#)

**837.**

628F

[Bear and Fair Set · Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2020-05-15 · last AC: 2020-05-15 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[uhiaoku's solution](#)

**838.**

1334F

[Strange Function · Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy  
[uhiaoku's solution](#)

**839.**

1320D

[Reachable Strings · Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings  
[uhiaoku's solution](#)

**840.**

1321F

[Reachable Strings · Tutorial](#)

Rating: 2500 · first AC: 2020-04-10 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[uhiaoku's solution](#)

**841.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-04-06 · last AC: 2020-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[uhiaoku's solution](#)

**842.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[uhiaoku's solution](#)

**843.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[uhiaoku's solution](#)

**844.**

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[uhiaoku's solution](#)

**845.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[uhiaoku's solution](#)

**846.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[uhiaoku's solution](#)

**847.**

1440D

[Graph Subset Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, hashing

[uhiaoku's solution](#)

**848.**

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[uhiaoku's solution](#)

**849.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-26 · last AC: 2020-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[uhiaoku's solution](#)

**850.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary

search

[uhiaoku's solution](#)

**851.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[uhiaoku's solution](#)

**852.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-07-06 · last AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[uhiaoku's solution](#)

**853.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[uhiaoku's solution](#)

**854.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[uhiaoku's solution](#)

**855.**

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[uhiaoku's solution](#)

**856.**

1355F

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

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-06-24 · last AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[uhiaoku's solution](#)

**857.**

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · C++14 (GCC 6-32) (first AC) · Tags: games, implementation, interactive, math

[uhiaoku's solution](#)

**858.**

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-05-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[uhiaoku's solution](#)

**859.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[uhiaoku's solution](#)

**860.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[uhiaoku's solution](#)

**861.**

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[uhiaoku's solution](#)

**862.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[uhiaoku's solution](#)

**863.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, math

[uhiaoku's solution](#)

**864.**

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[uhiaoku's solution](#)

**865.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[uhiaoku's solution](#)

**866.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-17 · last AC: 2020-06-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[uhiaoku's solution](#)

**867.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[uhiaoku's solution](#)

**868.**

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[uhiaoku's solution](#)

**869.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[uhiaoku's solution](#)

**870.**

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[uhiaoku's solution](#)

**871.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[uhiaoku's solution](#)

**872.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[uhiaoku's solution](#)

**873.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-17 · last AC: 2021-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[uhiaoku's solution](#)

**874.**

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[uhiaoku's solution](#)

**875.**

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation

[uhiaoku's solution](#)

**876.**

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-10 · last AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[uhiaoku's solution](#)

**877.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[uhiaoku's solution](#)

**878.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[uhiaoku's solution](#)

**879.**

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-06-10 · last AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[uhiaoku's solution](#)

**880.**

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[uhiaoku's solution](#)

**881.**

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, graphs, trees  
[uhiaoku's solution](#)

**882.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**883.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**884.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**885.**

103446D

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

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**886.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**887.**

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**888.**

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**889.**

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**890.**

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**891.**

102155I

[\$\\$leq\\$\$  or  \$\\$lgeq\\$\$](#)  · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · last AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**892.**

102155G

[Piecewise Linearity](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**893.**

102155H

[Sketch](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**894.**

102155A

[Ability Draft](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**895.**

102155C

[Block, Stock and Two Smoking Galaxy Notes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**896.**

102155K

[Hiding a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**897.**

102155F

[Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**898.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**899.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**900.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**901.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**902.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**903.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**904.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**905.**

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**906.**

101611G

[God of Winds](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**907.**

101611H

[Hilarious Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**908.**

101611C

[Carpet](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**909.**

101611A

[Advertising Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**910.**

101611F

[Fake or Leak?](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**911.**

101611D

[Decoding of Varints](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

**912.**

102893C

[Check Markers](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**913.**

102893B

[Bacteria](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

914.

102893J

[Straight](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

915.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

916.

102893F

[SMS from MCHS](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

917.

102893A

[Bank Transfer](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

918.

102282J

[A5D0T4C00D0 7C 4C GC](#)

Rating: — · first AC: 2020-11-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

919.

102282H

[A5C08CÄ5C08](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

920.

102282G

[A0D0a](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

921.

102282F

[AÄDDBCT@ D43C 4D´2C =C,,O Dd8DD@](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

922.

102282E

[AÄ4D0Ccd1CP](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

923.

102282D

[B->C0D0 2 C´0C 8D 8C0BCP](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

924.

102282C

[A05D4BCTHC,,BCT;DÄ=C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

925.

102282B

[ATIEoxCD=C](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

926.

102282A

[A5D2C O Ct0CD0D10](#)

Rating: — · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

927.

101551C

[Aô@CäBCäiCä; <<B CCD=Cä3Cä 4CÔO>>](#)

Rating: — · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

928.

101551E

[B-00t10,5CÔ8CR =C ?C @D°](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

929.

101551B

[AliKingspress](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

930.

101551A

[AFC004=D\\$K](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

931.

101551D

[A7CaE C O CÄ=Cä3Cä7C 4C GCÔ>D BDÀ](#)

Rating: — · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

932.

101551G

[A7Ct5D C,,=C4ACÄ0CÔ>C](#)

Rating: — · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —  
[uhiaoku's solution](#)

933.

102386E

[AäBÖrAcd5CÔ=D`5 Cä?CT@C FC,,8](#)

Rating: — · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

934.

102386D

[A-@D\\$5CÄ 2 C @CÄ8C€](#)

Rating: — · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

935.

102386C

[AÖÖC74C, >D\\$;C,,GC,,O](#)

Rating: — · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

936.

102386B

[B\\$0DraC,,@ B4@BD#](#)

Rating: — · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

937.

102386A

[B BD>C,,BCT;DÄAD\\$2Câ 1C HCÔ8](#)

Rating: — · first AC: 2020-09-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

938.

101911E

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

Rating: — · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

939.

101911K

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

Rating: — · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

940.

101911D

[Masquerade strikes back](#) · [Tutorial](#)

Rating: — · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

941.

102330B

[A6>CTTC:D=C =>C'8CÄ?C,,0CDC](#)

Rating: — · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

942.

102330A

[AD>CâBCâ@ A 9C >C'8D](#)

Rating: — · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

943.

102094F

[Finding battleships](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

944.

102094I

[Into the mountains](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

945.

102094B

[Board rotating](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

946.

102094A

[Archeologist's find](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

947.

102551D

[AD>DrBC 2C#0 C&gt;DtBD°](#)

Rating: — · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

948.

102551B

[B 70&@C&AD\\$=C&9 D\\$@C =D ?C&@D](#)

Rating: — · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

949.

102551A

[B\\$@C&D ?C&@D\\$8D >C\\$:C 0D BCTDC :D\\$>C](#)

Rating: — · first AC: 2020-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

950.

102552B

[A\\$>C12D 0D"5CÔ8CR 4C&<C&9](#)

Rating: — · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

951.

102552A

[AD500C&gt; CD>C&C](#)

Rating: — · first AC: 2020-06-29 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

952.

102281A

[A70C&AD\\$0D& 7C 4C GC](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

953.

102281L

[AÔ50&1D`GCÔ0D& 7C 4C GC](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

954.

102281J

[A70C1Dd5C\\$0D& 7C 4C GC](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

955.

102281K

[B 80BGT<CÔ0D& 7C 4C GC](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

956.

102281D

[A 70T2C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

957.

102281I

[AD50\\$AC#0D& 7C 4C GC](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

958.

102281G

[B\\$5D@C,,BCä@C,,0C`LCÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

959.

102281E

[A,,ECÔ>C\\$0Dd8Cä=CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

960.

102281M

[A ÌD\\$8CÔ0D4GCÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

961.

102281F

[B 70ä6CÔ0Dò 7C 4C GC](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

962.

102281C

[AÄ0C48Dt5D :C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

963.

102281B

[AÄ0Cf8CÔ0D =C O Ct0CD0Dt0](#)

Rating: — · first AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

964.

102569D

[Lexicographically Minimal Shortest Path · Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

965.

102569J

[The Battle of Mages · Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

966.

102569L

[The Dragon Land · Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

967.

102569K

[Table · Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

968.

102569I

[Sorting Colored Array · Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**969.**

102569B

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

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**970.**

102569F

[Moving Target](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**971.**

102569H

[Tree Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**972.**

102569M

[Notifications](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**973.**

102569E

[Fluctuations of Mana](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**974.**

102569A

[Array's Hash](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**975.**

102599B

[A 8C05Dd:Cä5 CÄ5D\\$@Cà](#)

Rating: — · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**976.**

102599A

[AD>0QC O C,,3D 0](#)

Rating: — · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**977.**

102599L

[B B0TäCä2C O CÄ0D,,8CÔ0](#)

Rating: — · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**978.**

102599K

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

Rating: — · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**979.**

102599C

[A000äCÔ0DäIC,,9 CÄ0C0](#)

Rating: — · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**980.**

102599H

[A00D@C0BC,,=](#)

Rating: — · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**981.**

102416E

[Space guardians](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**982.**

102416D

[Calculated risk](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**983.**

102416B

[Efficient market](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**984.**

102416C

[Quick coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**985.**

102416A

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**986.**

102025F

[AÄ0048Dt5D :C,,9 Ct0CÄ>C](#)

Rating: — · first AC: 2020-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**987.**

100246D

[A1006@CäAD² =C >D\\$@CT7C#5](#)

Rating: — · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**988.**

100246C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**989.**

100119D

[D](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**990.**

100119C

[C](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**991.**

100119B

[B · Tutorial](#)

Rating: — · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**992.**

100094E

[E · Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**993.**

100094C

[C · Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**994.**

100094D

[D · Tutorial](#)

Rating: — · first AC: 2020-05-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**995.**

100099A

[A · Tutorial](#)

Rating: — · first AC: 2020-04-28 · last AC: 2020-04-28 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**996.**

102150A

[B · Tutorial](#) · [LDB 8 C 0D BCäGCÖKC' DCä:D4A](#)

Rating: — · first AC: 2020-04-24 · last AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**997.**

102150D

[B · Tutorial](#) · [LDB 8 C 2D\\$>CD>Cö>C´=CT=C,,5](#)

Rating: — · first AC: 2020-04-24 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**998.**

undefined305

[Exhibition · Tutorial](#)

Rating: — · first AC: 2020-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**999.**

100246B

[B · Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1000.**

1319E

[World of Darkraft: Battle for Azathoth · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings  
[uhiaoku's solution](#)

**1001.**

1319D

[Navigation System · Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths  
[uhiaoku's solution](#)

**1002.**

1319C

[Remove Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[uhiaoku's solution](#)

**1003.**

1319B

[Journey Planning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[uhiaoku's solution](#)

**1004.**

1319A

[Contest for Robots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math

[uhiaoku's solution](#)

**1005.**

102023H

[Add a C 8](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**1006.**

102023B

[B-00fDB 8 C @C,,DCÄ5D\\$8C#0](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**1007.**

102023F

[B4=C, G D\\$>Cd5C08CR 4D >C0>C](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**1008.**

102023C

[A 8D\\$>C\\$KC' 0C\\$BCä<C B](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**1009.**

102023E

[AD#0i8 BC 2C#0](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**1010.**

102023A

[B\\$0C@,FC @CT7D4;DÄBC BCä2](#)

Rating: — · first AC: 2020-02-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**1011.**

101375J

[MaratonIME goes to Mito](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**1012.**

101375E

[MaratonIME does \(not do\) PAs](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[uhiaoku's solution](#)

**1013.**

101375H

[MaratonIME gets candies](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1014.**

101375K

[MaratonIME bot](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1015.**

101375C

[MaratonIME eats japanese food](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1016.**

101375L

[MaratonIME doesn't like odd numbers](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1017.**

101375D

[MaratonIME in the golden moment](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1018.**

101375G

[MaratonIME does a competition](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1019.**

101375I

[MaratonIME divides fairly](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1020.**

101375F

[MaratonIME educates](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1021.**

101375B

[MaratonIME challenges USPGameDev](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1022.**

101375A

[MaratonIME stacks popcorn buckets](#) · [Tutorial](#)Rating: — · first AC: 2020-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1023.**

101502L

[Roads and Tracks](#) · [Tutorial](#)Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1024.**

101502C

[Ahmad and Spells](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1025.**

101502G

[Most Common Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1026.**

101502J

[Boxes Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1027.**

101502I

[Move Between Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1028.**

101502D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1029.**

101502H

[Eyad and Math](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1030.**

101502F

[Building Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1031.**

101502K

[Malek and Summer Semester](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1032.**

101502E

[The Architect Omar](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1033.**

101502A

[A Very Hard Question](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1034.**

101502B

[Linear Algebra Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1035.**

101573H

[Array Test](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1036.**

102498A

[A65D05D KC" =C >C 5C@](#)

Rating: — · first AC: 2020-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1037.**

101573G

[DHCP troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1038.**

101573F

[Robot in the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1039.**

101573E

[Ugly Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1040.**

101573D

[PalINTdromes](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1041.**

101573C

[Signals in the Space](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1042.**

101573B

[Interactor](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1043.**

101573A

[Problem Order](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1044.**

100168T

[B-0D A0\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1045.**

100168S

[Aô>Tô>C0h5CÔ8CR BCägCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1046.

100168R

[A6@Cjia](#) C 4C`5Cd=CäAD\$L D\$>Dt:C, >D\$@CT7C=C

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1047.

100168Q

[A6@Cjia](#) C 4C`5Cd=CäAD\$L D\$>Dt:C, ;D4GD0

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1048.

100168P

[A6@Cjia](#) C 4C`5Cd=CäAD\$L D\$>Dt:C, ?D OCÄ>C•

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1049.

100168O

[A6@Cjia](#) C 4C`5Cd=CäAD\$L D\$>Dt:C, ;D4GD0

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1050.

100168N

[B4@Cjia](#) C 4C`5Cd=CäAD\$L D\$>Dt:C, ?D OCÄ>C' ”•

Rating: — · first AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1051.

100168M

[B4@Cjia](#) C 4C`5Cd=CäAD\$L D\$>Dt:C, ?D OCÄ>C' •

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1052.

100168J

[B 0DAD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=C0CÄ8](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1053.

100168K

[A6@Cjia](#) C 4C`5Cd=CäAD\$L D\$>Dt:C, ?D OCÄKDP

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1054.

100168L

[AD@Cjia](#) C 2CT:D\$>D 0

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1055.

100168I

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=C0](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1056.

100168H

[B 0DAD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1057.

100168G

[B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Că ?D OCĂ>C'](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1058.

100168F

[B 0D AD\\$>Dô=C,,5 CăB D\\$>Dt:C, 4Că ?D OCĂ>C•](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1059.

100168E

[A 8D AC: D\\$@C,,AC](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1060.

100168A

[A 6 5 C 0 0 D =D'9 D43Că; D\\$>Dt:C€](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1061.

100168B

[B4 3 Că; CĂ5Cd4D2 2CT:D\\$>D 0CĂ8](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1062.

100168D

[A 6 Că 1 0 4DĂ BD 5D43Că; DĂ=C,,:C](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1063.

100168C

[A 6 Că 1 0 4DĂ <CÔ>C4>D43Că; DĂ=C,,:C](#)

Rating: — · first AC: 2020-01-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1064.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1065.

1024794

[A ă 7 C 6 8 C 4 C 4 C' O D >C >D\\$>C](#)

Rating: — · first AC: 2020-01-22 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1066.

1024805

[A 7 0 0 0 A C , <C ; DĂ=Că5 C 6 @ Că8 C t 2 C T 4 C T =C , , 5](#)

Rating: — · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1067.

1024808

[A 6 C 0 1 0 B D °](#)

Rating: — · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1068.**

1024807

[A 0C0äCä<C B](#)

Rating: — · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1069.**

1024806

[A0;C=0,,@Cä2C=0 D4GC AD\\$:C](#)

Rating: — · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1070.**

102025G

[A=0C0#0ä9 D\\$2C @C, ò ?Cä ?C @CP](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1071.**

102025B

[AÖLDäB C" ?CTICT@CP](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1072.**

102025D

[AÖNDTäC, 2 CÄ8CÖ8D BCT@D BC\\$5](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1073.**

102025H

[AÖNDTä;C€](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1074.**

102025C

[AD>0@D'E D =Cä2](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1075.**

102025E

[BD>D\\$;D >C >D" D 8CÖ04CRÖ C ;DÄ4C](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1076.**

102025A

[B 10ä@ D BCä @Cä=CÖ8C= >C](#)

Rating: — · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1077.**

102443D

[Guess the Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1078.**

102443B

[Blocking the View](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1079.**

1020905

[A056;AC6@C 2C0KC' <C @D >DT>C@](#)

Rating: — · first AC: 2019-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1080.**

100099E

[E · Tutorial](#)

Rating: — · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1081.**

100099C

[D · Tutorial](#)

Rating: — · first AC: 2019-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1082.**

102180F

[A 9C0C 04C`MC04](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1083.**

102180E

[A\\$0000C, ?C @C ;C'5C'LC0KCR <C,,@D°](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1084.**

102180D

[B\\$K02CT=C00D0 <C 3C,,O](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1085.**

102180C

[A\\$0C00 C, BCTBD 0CD8](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1086.**

102180B

[A05C0C' =CT=C,,5 C40D 4CT@Cä1C](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1087.**

102180A

[A=0D\\$0C, AC >D K](#)

Rating: — · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1088.**

102168M

[A\\$K060C#;C O Cä1Cä;CäGC#0](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1089.**

102168E

[A0C0i8C#8](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1090.**

102168K

[AãDTaCB 4CT@CT2C](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1091.**

102168C

[B T0a1CäGC#8](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1092.**

102168I

[A#>00BCTAD\\$K](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1093.**

102168H

[B UD 0D\\$>C\\$AC#0Dò 4C,,;CT<CÄ0](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1094.**

102168B

[B740\\$>CT=C,,O](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1095.**

102168J

[A.,3D0i0 ?CT@CTAD\\$0CÔ>C\\$:Cä9](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1096.**

102168L

[Aõ5D'5C\\$>D >D\\$K](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1097.**

102168D

[A-50rosiqD=Cä3Cä AC,,<C\\$>C´0](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1098.**

102168A

[B @0T4CÔ5CR 0D 8DD<CTBC,,GCTAC#>CP](#)

Rating: — · first AC: 2019-04-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1099.**

1020862

[Açy0'iaD`5 C#2C 4D 0D\\$K](#)

Rating: — · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1100.**

1145A

[Thanos Sort · Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation  
[uhiaoku's solution](#)

**1101.**

101270G

[A00CraD ?C @Cä;CT9](#)Rating: — · first AC: 2019-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1102.**

101270B

[Aa0C40C08Ct0Dd8Dò BD CCD0](#)Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1103.**

101270I

[A5D BC08DdK](#)Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1104.**

101270F

[BSyDr4D'9 D 0D GCTB](#)Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1105.**

101270J

[A00Cä?D4ICT=C0KC' 2D'7Cä2](#)Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1106.**

101270E

[B.T0D.KI](#)Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1107.**

101270L

[AãD BCäOD\\$5C´LD BC\\$0](#)Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1108.**

101270A

[AD50rA D\\$2C,,BCT;DÄ=Cä 2C 6C0KCR 2CTIC€](#)Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1109.**

101270H

[A10C=C,,5](#)Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1110.**

101270K

[AãC0a!C\\$>Ct<Cä6C0>D BCT9](#)Rating: — · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)**1111.**

100093E

[E · Tutorial](#)Rating: — · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1112.

100249C

[A\\$DAD\\$0CÔ>C\\$;CT=C,,5 CÄ0D AC,,2C](#)

Rating: — · first AC: 2019-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1113.

100249D

[BÖ010CÄ5CÐ](#)

Rating: — · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1114.

100249B

[A10Cä@CäA C,,7CÄ5CÔ5CÔ8Dò =C >D\\$@CT7Cα5](#)

Rating: — · first AC: 2019-02-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1115.

1020906

[A,,=D\\$5D 2C ;DÄ=D´5 D\\$@CT=C,,@Cä2Cα8](#)

Rating: — · first AC: 2019-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1116.

100971H

[Pavel's Party](#) · Tutorial

Rating: — · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1117.

101580F

[B D018C ;DÄ=C O D 5D\\$L](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1118.

101580I

[AÄ001Kα0C´LCÔKCR :C´0D AC,,:C€](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1119.

101580H

[B\\$5CÄ@CT@C BD4@C 2Cä7CDCDT0](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1120.

101580E

[A\\$@CT=CÔKCR >C JCT:D\\$K](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1121.

101580G

[B 0D?D 5CD5C´5CÔ8CR @C 1CäB](#)

Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

1122.

101580D

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Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1123.**

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Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

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Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1125.**

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Rating: — · first AC: 2018-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1126.**

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Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

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Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1128.**

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Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1129.**

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Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1130.**

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Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1131.**

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Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1132.**

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Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1133.**

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Rating: — · first AC: 2018-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1134.**

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Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1135.**

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Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1136.**

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Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1137.**

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Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1138.**

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Rating: — · first AC: 2018-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1139.**

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Rating: — · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1140.**

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Rating: — · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

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Rating: — · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1143.**

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Rating: — · first AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1148.**

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[uhiaoku's solution](#)

**1149.**

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Rating: — · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —  
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**1150.**

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Rating: — · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1151.**

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Rating: — · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1152.**

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Rating: — · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1153.**

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[A ö C ä A D \\$ 0 D ö 7 C 4 C G C](#)

Rating: — · first AC: 2018-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[uhiaoku's solution](#)

**1154.**

100119A

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Rating: — · first AC: 2018-01-23 · MS C++ (first AC) · Tags: —  
[uhiaoku's solution](#)

**1155.**

101200B

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Rating: — · first AC: 2017-10-17 · Python 3 (first AC) · Tags: —  
[uhiaoku's solution](#)