

[CF Elite Tracker](#)

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Unique solved — universe-

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

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

Filters: none

Count: 1,077

1.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-27 · PyPy 3-64 (first AC) · Tags: [implementation](#), [strings](#)
[universe-'s solution](#)

2.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,336 global accepts · Rating: 800 · first AC: 2023-03-25 · PyPy 3 (first AC) · Tags: [greedy](#), [implementation](#), [strings](#)
[universe-'s solution](#)

3.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-25 · PyPy 3 (first AC) · Tags: [greedy](#)
[universe-'s solution](#)

4.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,741 global accepts · Rating: 800 · first AC: 2023-03-25 · PyPy 3 (first AC) · Tags: [implementation](#)
[universe-'s solution](#)

5.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-24 · PyPy 3-64 (first AC) · Tags: [greedy](#), [math](#)
[universe-'s solution](#)

6.

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: [strings](#)
[universe-'s solution](#)

7.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: [brute force](#), [math](#), [sortings](#)
[universe-'s solution](#)

8.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: [greedy](#)
[universe-'s solution](#)

9.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: [sortings](#), [strings](#)
[universe-'s solution](#)

10.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[universe-'s solution](#)

11.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

12.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[universe-'s solution](#)

13.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[universe-'s solution](#)

14.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[universe-'s solution](#)

15.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[universe-'s solution](#)

16.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[universe-'s solution](#)

17.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[universe-'s solution](#)

18.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[universe-'s solution](#)

19.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[universe-'s solution](#)

20.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[universe-'s solution](#)

21.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[universe-'s solution](#)

22.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[universe-'s solution](#)

23.

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[universe-'s solution](#)

24.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math
[universe-'s solution](#)

25.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[universe-'s solution](#)

26.

1466B

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

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

27.

1466A

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

28.

1468E

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

29.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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30.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[universe-'s solution](#)

31.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,276 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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32.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math
[universe-'s solution](#)

33.

1421A

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Quality: 35,482 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
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34.

1428A

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35.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
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36.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[universe-'s solution](#)

37.

1409A

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

Quality: 80,439 global accepts · Rating: 800 · first AC: 2020-09-06 · PyPy 3 (first AC) · Tags: greedy, math
[universe-'s solution](#)

38.

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[universe-'s solution](#)

39.

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[universe-'s solution](#)

40.

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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41.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,786 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
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42.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[universe-'s solution](#)

43.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[universe-'s solution](#)

44.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,614 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[universe-'s solution](#)

45.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[universe-'s solution](#)

46.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[universe-'s solution](#)

47.

1385B

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

Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[universe-'s solution](#)

48.

1385A

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

Quality: 43,350 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: math
[universe-'s solution](#)

49.

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[universe-'s solution](#)

50.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[universe-'s solution](#)

51.

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[universe-'s solution](#)

52.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math
[universe-'s solution](#)

53.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[universe-'s solution](#)

54.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,955 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[universe-'s solution](#)

55.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[universe-'s solution](#)

56.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[universe-'s solution](#)

57.

1348A

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

Quality: 42,855 global accepts · Rating: 800 · first AC: 2020-05-01 · last AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[universe-'s solution](#)

58.

1353B

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

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[universe-'s solution](#)

59.

1353A

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

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[universe-'s solution](#)

60.

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[universe-'s solution](#)

61.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[universe-'s solution](#)

62.

1305A

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

[universe-'s solution](#)

63.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,126 global accepts · Rating: 800 · first AC: 2018-11-23 · Haskell (first AC) · Tags: implementation

[universe-'s solution](#)

64.

1030A

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

Quality: 171,499 global accepts · Rating: 800 · first AC: 2018-11-22 · Haskell (first AC) · Tags: implementation
[universe-'s solution](#)

65.

977A

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

Quality: 217,538 global accepts · Rating: 800 · first AC: 2018-11-22 · Haskell (first AC) · Tags: implementation
[universe-'s solution](#)

66.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-11-22 · last AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[universe-'s solution](#)

67.

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[universe-'s solution](#)

68.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[universe-'s solution](#)

69.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

70.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[universe-'s solution](#)

71.

1047A

[Little C Loves 3 I](#) · [Tutorial](#)

Quality: 21,286 global accepts · Rating: 800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: math
[universe-'s solution](#)

72.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[universe-'s solution](#)

73.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

74.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: math
[universe-'s solution](#)

75.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,390 global accepts · Rating: 800 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[universe-'s solution](#)

76.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2018-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

77.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
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78.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[universe-'s solution](#)

79.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[universe-'s solution](#)

80.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[universe-'s solution](#)

81.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[universe-'s solution](#)

82.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[universe-'s solution](#)

83.

899A

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

Quality: 11,098 global accepts · Rating: 800 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[universe-'s solution](#)

84.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[universe-'s solution](#)

85.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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86.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, math
[universe-'s solution](#)

87.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: geometry, implementation
[universe-'s solution](#)

88.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: implementation
[universe-'s solution](#)

89.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[universe-'s solution](#)

90.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[universe-'s solution](#)

91.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-11-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[universe-'s solution](#)

92.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[universe-'s solution](#)

93.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,576 global accepts · Rating: 800 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[universe-'s solution](#)

94.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-08 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation
[universe-'s solution](#)

95.

551A

[GukiZ and Contest](#) · [Tutorial](#)

Quality: 17,860 global accepts · Rating: 800 · first AC: 2015-06-12 · Python 2 (first AC) · Tags: brute force, implementation, sortings
[universe-'s solution](#)

96.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[universe-'s solution](#)

97.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[universe-'s solution](#)

98.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[universe-'s solution](#)

99.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[universe-'s solution](#)

100.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,968 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[universe-'s solution](#)

101.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[universe-'s solution](#)

102.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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103.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[universe-'s solution](#)

104.

1468N

[Waste Sorting](#) · [Tutorial](#)

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

105.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[universe-'s solution](#)

106.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[universe-'s solution](#)

107.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[universe-'s solution](#)

108.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[universe-'s solution](#)

109.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,998 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[universe-'s solution](#)

110.

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[universe-'s solution](#)

111.

1374B

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

Quality: 71,594 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math
[universe-'s solution](#)

112.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games
[universe-'s solution](#)

113.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[universe-'s solution](#)

114.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[universe-'s solution](#)

115.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[universe-'s solution](#)

116.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[universe-'s solution](#)

117.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

118.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[universe-'s solution](#)

119.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[universe-'s solution](#)

120.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[universe-'s solution](#)

121.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[universe-'s solution](#)

122.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[universe-'s solution](#)

123.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2016-12-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[universe-'s solution](#)

124.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,977 global accepts · Rating: 900 · first AC: 2015-08-06 · Python 2 (first AC) · Tags: greedy, implementation
[universe-'s solution](#)

125.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,492 global accepts · Rating: 900 · first AC: 2015-06-24 · Python 2 (first AC) · Tags: brute force, math, strings
[universe-'s solution](#)

126.

1800B

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

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-27 · last AC: 2023-03-27 · PyPy 3-64 (first AC) · Tags: greedy, strings
[universe-'s solution](#)

127.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[universe-'s solution](#)

128.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[universe-'s solution](#)

129.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory

[universe-'s solution](#)

130.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[universe-'s solution](#)

131.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[universe-'s solution](#)

132.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[universe-'s solution](#)

133.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[universe-'s solution](#)

134.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[universe-'s solution](#)

135.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[universe-'s solution](#)

136.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[universe-'s solution](#)

137.

1388B

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

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[universe-'s solution](#)

138.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,948 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[universe-'s solution](#)

139.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[universe-'s solution](#)

140.

1362A

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

Quality: 34,090 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

141.

1358B

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

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[universe-'s solution](#)

142.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math
[universe-'s solution](#)

143.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · last AC: 2020-04-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[universe-'s solution](#)

144.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

145.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

146.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation
[universe-'s solution](#)

147.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

148.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math
[universe-'s solution](#)

149.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[universe-'s solution](#)

150.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs
[universe-'s solution](#)

151.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[universe-'s solution](#)

152.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[universe-'s solution](#)

153.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

154.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[universe-'s solution](#)

155.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[universe-'s solution](#)

156.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[universe-'s solution](#)

157.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[universe-'s solution](#)

158.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-08 · PyPy 2 (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

159.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-13 · PyPy 2 (first AC) · Tags: brute force, implementation

[universe-'s solution](#)

160.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2015-12-27 · PyPy 2 (first AC) · Tags: combinatorics, math

[universe-'s solution](#)

161.

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1000 · first AC: 2015-12-23 · PyPy 2 (first AC) · Tags: implementation, math

[universe-'s solution](#)

162.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2015-10-06 · Python 2 (first AC) · Tags: math

[universe-'s solution](#)

163.

560A

[Currency System in Geraldion](#) · [Tutorial](#)

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2015-08-03 · Python 2 (first AC) · Tags: implementation, sortings

[universe-'s solution](#)

164.

1807G1

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

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[universe-'s solution](#)

165.

1807G2

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

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-26 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[universe-'s solution](#)

166.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[universe-'s solution](#)

167.

1534B

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

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

[universe-'s solution](#)

168.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[universe-'s solution](#)

169.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[universe-'s solution](#)

170.

1421B

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

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

171.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[universe-'s solution](#)

172.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-06 · PyPy 3 (first AC) · Tags: brute force, greedy, math
[universe-'s solution](#)

173.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[universe-'s solution](#)

174.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[universe-'s solution](#)

175.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation
[universe-'s solution](#)

176.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[universe-'s solution](#)

177.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[universe-'s solution](#)

178.

1033B

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

Quality: 11,959 global accepts · Rating: 1100 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[universe-'s solution](#)

179.

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[universe-'s solution](#)

180.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[universe-'s solution](#)

181.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[universe-'s solution](#)

182.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory
[universe-'s solution](#)

183.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2015-10-31 · PyPy 2 (first AC) · Tags: math

[universe-'s solution](#)

184.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2015-08-13 · Python 2 (first AC) · Tags: implementation

[universe-'s solution](#)

185.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[universe-'s solution](#)

186.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[universe-'s solution](#)

187.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[universe-'s solution](#)

188.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[universe-'s solution](#)

189.

1491B

[Minimal Cost](#) · [Tutorial](#)

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

[universe-'s solution](#)

190.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[universe-'s solution](#)

191.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[universe-'s solution](#)

192.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[universe-'s solution](#)

193.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[universe-'s solution](#)

194.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[universe-'s solution](#)

195.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[universe-'s solution](#)

196.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[universe-'s solution](#)

197.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[universe-'s solution](#)

198.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[universe-'s solution](#)

199.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[universe-'s solution](#)

200.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[universe-'s solution](#)

201.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[universe-'s solution](#)

202.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[universe-'s solution](#)

203.

1362B

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

Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[universe-'s solution](#)

204.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[universe-'s solution](#)

205.

1352C

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

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[universe-'s solution](#)

206.

1352B

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

Quality: 44,830 global accepts · Rating: 1200 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[universe-'s solution](#)

207.

1339B

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

Quality: 28,346 global accepts · Rating: 1200 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[universe-'s solution](#)

208.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[universe-'s solution](#)

209.

1075B

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

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[universe-'s solution](#)

210.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

211.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[universe-'s solution](#)

212.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[universe-'s solution](#)

213.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[universe-'s solution](#)

214.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[universe-'s solution](#)

215.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-07-01 · last AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[universe-'s solution](#)

216.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

217.

940A

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

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[universe-'s solution](#)

218.

934B

[A Prosperous Lot](#) · [Tutorial](#)

Quality: 9,163 global accepts · Rating: 1200 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

219.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation

[universe-'s solution](#)

220.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2018-01-13 · last AC: 2018-01-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[universe-'s solution](#)

221.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees

[universe-'s solution](#)

222.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[universe-'s solution](#)

223.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[universe-'s solution](#)

224.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-02-07 · PyPy 2 (first AC) · Tags: constructive algorithms, greedy, strings

[universe-'s solution](#)

225.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2015-10-31 · PyPy 2 (first AC) · Tags: implementation

[universe-'s solution](#)

226.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2015-08-10 · Python 2 (first AC) · Tags: greedy, math

[universe-'s solution](#)

227.

560B

[Gerald is into Art](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1200 · first AC: 2015-08-03 · Python 2 (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

228.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,865 global accepts · Rating: 1200 · first AC: 2015-06-24 · Python 2 (first AC) · Tags: brute force, greedy, strings

[universe-'s solution](#)

229.

552B

[Vanya and Books](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 1200 · first AC: 2015-06-24 · Python 2 (first AC) · Tags: implementation, math

[universe-'s solution](#)

230.

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[universe-'s solution](#)

231.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-18 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[universe-'s solution](#)

232.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[universe-'s solution](#)

233.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[universe-'s solution](#)

234.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[universe-'s solution](#)

235.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[universe-'s solution](#)

236.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[universe-'s solution](#)

237.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[universe-'s solution](#)

238.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[universe-'s solution](#)

239.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

240.

1466C

[Canine poetry](#) · [Tutorial](#)

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

[universe-'s solution](#)

241.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[universe-'s solution](#)

242.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[universe-'s solution](#)

243.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[universe-'s solution](#)

244.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[universe-'s solution](#)

245.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[universe-'s solution](#)

246.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,400 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[universe-'s solution](#)

247.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[universe-'s solution](#)

248.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math
[universe-'s solution](#)

249.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[universe-'s solution](#)

250.

1364B

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

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[universe-'s solution](#)

251.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[universe-'s solution](#)

252.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

253.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-07 · last AC: 2020-02-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[universe-'s solution](#)

254.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[universe-'s solution](#)

255.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[universe-'s solution](#)

256.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-09-05 · last AC: 2018-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[universe-'s solution](#)

257.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[universe-'s solution](#)

258.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[universe-'s solution](#)

259.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[universe-'s solution](#)

260.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[universe-'s solution](#)

261.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[universe-'s solution](#)

262.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[universe-'s solution](#)

263.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[universe-'s solution](#)

264.

957A

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

Quality: 5,998 global accepts · Rating: 1300 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[universe-'s solution](#)

265.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar
[universe-'s solution](#)

266.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[universe-'s solution](#)

267.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[universe-'s solution](#)

268.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-01 · last AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[universe-'s solution](#)

269.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2018-01-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[universe-'s solution](#)

270.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-05 · PyPy 2 (first AC) · Tags: bitmasks, constructive algorithms, number theory

[universe-'s solution](#)

271.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[universe-'s solution](#)

272.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-11 · GNU C++11 (first AC) · Tags: math, number theory

[universe-'s solution](#)

273.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: brute force

[universe-'s solution](#)

274.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[universe-'s solution](#)

275.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2016-12-13 · last AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[universe-'s solution](#)

276.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-13 · PyPy 2 (first AC) · Tags: constructive algorithms, dp, math

[universe-'s solution](#)

277.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2015-12-27 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

278.

570B

[Simple Game](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 1300 · first AC: 2015-08-13 · Python 2 (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[universe-'s solution](#)

279.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-10 · Python 2 (first AC) · Tags: implementation
[universe-'s solution](#)

280.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy
[universe-'s solution](#)

281.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[universe-'s solution](#)

282.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[universe-'s solution](#)

283.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[universe-'s solution](#)

284.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · last AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[universe-'s solution](#)

285.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[universe-'s solution](#)

286.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[universe-'s solution](#)

287.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[universe-'s solution](#)

288.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

289.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[universe-'s solution](#)

290.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[universe-'s solution](#)

291.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[universe-'s solution](#)

292.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[universe-'s solution](#)

293.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[universe-'s solution](#)

294.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[universe-'s solution](#)

295.

1374D

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

Quality: 31,097 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, two pointers

[universe-'s solution](#)

296.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[universe-'s solution](#)

297.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · last AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[universe-'s solution](#)

298.

1362C

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

Quality: 23,712 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[universe-'s solution](#)

299.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[universe-'s solution](#)

300.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,468 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[universe-'s solution](#)

301.

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[universe-'s solution](#)

302.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[universe-'s solution](#)

303.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[universe-'s solution](#)

304.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings
[universe-'s solution](#)

305.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-11-22 · last AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[universe-'s solution](#)

306.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[universe-'s solution](#)

307.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[universe-'s solution](#)

308.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2018-06-24 · last AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[universe-'s solution](#)

309.

994B

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

Quality: 6,047 global accepts · Rating: 1400 · first AC: 2018-06-16 · last AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[universe-'s solution](#)

310.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · last AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[universe-'s solution](#)

311.

955B

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

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[universe-'s solution](#)

312.

937B

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

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[universe-'s solution](#)

313.

940B

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

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[universe-'s solution](#)

314.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2018-02-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games

[universe-'s solution](#)

315.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: implementation, strings

[universe-'s solution](#)

316.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[universe-'s solution](#)

317.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,201 global accepts · Rating: 1400 · first AC: 2016-08-31 · last AC: 2016-08-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[universe-'s solution](#)

318.

680C

[Bear and Prime 100](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-06-08 · PyPy 2 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[universe-'s solution](#)

319.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-24 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory
[universe-'s solution](#)

320.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[universe-'s solution](#)

321.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[universe-'s solution](#)

322.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[universe-'s solution](#)

323.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[universe-'s solution](#)

324.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[universe-'s solution](#)

325.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[universe-'s solution](#)

326.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[universe-'s solution](#)

327.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[universe-'s solution](#)

328.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[universe-'s solution](#)

329.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[universe-'s solution](#)

330.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[universe-'s solution](#)

331.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

332.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[universe-'s solution](#)

333.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics

[universe-'s solution](#)

334.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[universe-'s solution](#)

335.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-22 · last AC: 2020-09-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[universe-'s solution](#)

336.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[universe-'s solution](#)

337.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[universe-'s solution](#)

338.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[universe-'s solution](#)

339.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[universe-'s solution](#)

340.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[universe-'s solution](#)

341.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[universe-'s solution](#)

342.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers
[universe-'s solution](#)

343.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · last AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[universe-'s solution](#)

344.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory
[universe-'s solution](#)

345.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[universe-'s solution](#)

346.

1372C

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

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[universe-'s solution](#)

347.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[universe-'s solution](#)

348.

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[universe-'s solution](#)

349.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[universe-'s solution](#)

350.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[universe-'s solution](#)

351.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[universe-'s solution](#)

352.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2020-04-23 · last AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[universe-'s solution](#)

353.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[universe-'s solution](#)

354.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,892 global accepts · Rating: 1500 · first AC: 2018-11-15 · last AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[universe-'s solution](#)

355.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[universe-'s solution](#)

356.

1054C

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

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2018-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[universe-'s solution](#)

357.

1013C

[Photo of The Sky](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[universe-'s solution](#)

358.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-26 · last AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[universe-'s solution](#)

359.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-07-01 · last AC: 2018-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[universe-'s solution](#)

360.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-06-23 · last AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[universe-'s solution](#)

361.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-23 · last AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[universe-'s solution](#)

362.

960B

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

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[universe-'s solution](#)

363.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-05 · last AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[universe-'s solution](#)

364.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[universe-'s solution](#)

365.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2018-01-08 · last AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[universe-'s solution](#)

366.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,732 global accepts · Rating: 1500 · first AC: 2017-02-04 · last AC: 2017-02-04 · Java 8 (first AC) · Tags: dfs and similar, graphs

[universe-'s solution](#)

367.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,464 global accepts · Rating: 1500 · first AC: 2016-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[universe-'s solution](#)

368.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[universe-'s solution](#)

369.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[universe-'s solution](#)

370.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[universe-'s solution](#)

371.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[universe-'s solution](#)

372.

1526C2

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

Quality: 29,756 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[universe-'s solution](#)

373.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[universe-'s solution](#)

374.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[universe-'s solution](#)

375.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[universe-'s solution](#)

376.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[universe-'s solution](#)

377.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[universe-'s solution](#)

378.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[universe-'s solution](#)

379.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[universe-'s solution](#)

380.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, two pointers

[universe-'s solution](#)

381.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[universe-'s solution](#)

382.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[universe-'s solution](#)

383.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[universe-'s solution](#)

384.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[universe-'s solution](#)

385.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[universe-'s solution](#)

386.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,353 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[universe-'s solution](#)

387.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[universe-'s solution](#)

388.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[universe-'s solution](#)

389.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[universe-'s solution](#)

390.

1373D

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

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[universe-'s solution](#)

391.

1364C

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

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[universe-'s solution](#)

392.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[universe-'s solution](#)

393.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[universe-'s solution](#)

394.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[universe-'s solution](#)

395.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[universe-'s solution](#)

396.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[universe-'s solution](#)

397.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[universe-'s solution](#)

398.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[universe-'s solution](#)

399.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[universe-'s solution](#)

400.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[universe-'s solution](#)

401.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,172 global accepts · Rating: 1600 · first AC: 2016-09-01 · last AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings
[universe-'s solution](#)

402.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games
[universe-'s solution](#)

403.

1059C

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

Quality: 7,534 global accepts · Rating: 1600 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[universe-'s solution](#)

404.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · last AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[universe-'s solution](#)

405.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[universe-'s solution](#)

406.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[universe-'s solution](#)

407.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[universe-'s solution](#)

408.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory
[universe-'s solution](#)

409.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[universe-'s solution](#)

410.

994C

[Two Squares](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-16 · last AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[universe-'s solution](#)

411.

957C

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

Rating: 1600 · first AC: 2018-03-30 · last AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[universe-'s solution](#)

412.

948C

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · last AC: 2018-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[universe-'s solution](#)

413.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-17 · last AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[universe-'s solution](#)

414.

940D

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

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-02-24 · last AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[universe-'s solution](#)

415.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[universe-'s solution](#)

416.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[universe-'s solution](#)

417.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[universe-'s solution](#)

418.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[universe-'s solution](#)

419.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[universe-'s solution](#)

420.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[universe-'s solution](#)

421.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · GNU C++11 (first AC) · Tags: greedy

[universe-'s solution](#)

422.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[universe-'s solution](#)

423.

734C

[Anton and Making Potions](#) · [Tutorial](#)

Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[universe-'s solution](#)

424.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,573 global accepts · Rating: 1600 · first AC: 2015-08-13 · Python 2 (first AC) · Tags: constructive algorithms, data structures, implementation

[universe-'s solution](#)

425.

560C

[Gerald's Hexagon](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-08-03 · Python 2 (first AC) · Tags: geometry

[universe-'s solution](#)

426.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[universe-'s solution](#)

427.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[universe-'s solution](#)

428.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[universe-'s solution](#)

429.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[universe-'s solution](#)

430.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[universe-'s solution](#)

431.

1543D1

[RPD and Rap Sheet \(Easy Version\) · Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[universe-'s solution](#)

432.

1528B

[Kavi on Pairing Duty · Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[universe-'s solution](#)

433.

1516C

[Baby Ehab Partitions Again · Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[universe-'s solution](#)

434.

1491C

[Pekora and Trampoline · Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[universe-'s solution](#)

435.

1485C

[Floor and Mod · Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[universe-'s solution](#)

436.

1479A

[Searching Local Minimum · Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[universe-'s solution](#)

437.

1476D

[Journey · Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[universe-'s solution](#)

438.

1467B

[Hills And Valleys · Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[universe-'s solution](#)

439.

1469D

[Ceil Divisions · Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[universe-'s solution](#)

440.

1468D

[Firecrackers · Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[universe-'s solution](#)

441.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, number theory
[universe-'s solution](#)

442.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[universe-'s solution](#)

443.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[universe-'s solution](#)

444.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[universe-'s solution](#)

445.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[universe-'s solution](#)

446.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[universe-'s solution](#)

447.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[universe-'s solution](#)

448.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
[universe-'s solution](#)

449.

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[universe-'s solution](#)

450.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · last AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
[universe-'s solution](#)

451.

1362D

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

Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
[universe-'s solution](#)

452.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[universe-'s solution](#)

453.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[universe-'s solution](#)

454.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math
[universe-'s solution](#)

455.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[universe-'s solution](#)

456.

1075C

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

Rating: 1700 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[universe-'s solution](#)

457.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[universe-'s solution](#)

458.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[universe-'s solution](#)

459.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · last AC: 2018-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers
[universe-'s solution](#)

460.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-03 · last AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[universe-'s solution](#)

461.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[universe-'s solution](#)

462.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-17 · last AC: 2018-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[universe-'s solution](#)

463.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-01 · last AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[universe-'s solution](#)

464.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2017-11-11 · last AC: 2018-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[universe-'s solution](#)

465.

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[universe-'s solution](#)

466.

931C

[Laboratory Work](#) · [Tutorial](#)

Quality: 3,488 global accepts · Rating: 1700 · first AC: 2018-03-04 · last AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[universe-'s solution](#)

467.

937C

[Save Energy!](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[universe-'s solution](#)

468.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2018-01-25 · last AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[universe-'s solution](#)

469.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2017-12-14 · GNU C++11 (first AC) · Tags: brute force, data structures, math

[universe-'s solution](#)

470.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[universe-'s solution](#)

471.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2016-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[universe-'s solution](#)

472.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2015-08-10 · Python 2 (first AC) · Tags: binary search, data structures, dp
[universe-'s solution](#)

473.

560D

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

Rating: 1700 · first AC: 2015-08-03 · Python 2 (first AC) · Tags: hashing, implementation, strings
[universe-'s solution](#)

474.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2018-02-27 · last AC: 2021-08-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[universe-'s solution](#)

475.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[universe-'s solution](#)

476.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[universe-'s solution](#)

477.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[universe-'s solution](#)

478.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[universe-'s solution](#)

479.

948D

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · last AC: 2021-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees
[universe-'s solution](#)

480.

1534D

[Lost Tree](#) · [Tutorial](#)

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

481.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[universe-'s solution](#)

482.

1491D

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

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[universe-'s solution](#)

483.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[universe-'s solution](#)

484.

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2021-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[universe-'s solution](#)

485.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[universe-'s solution](#)

486.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[universe-'s solution](#)

487.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · last AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[universe-'s solution](#)

488.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[universe-'s solution](#)

489.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[universe-'s solution](#)

490.

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[universe-'s solution](#)

491.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings

[universe-'s solution](#)

492.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[universe-'s solution](#)

493.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[universe-'s solution](#)

494.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[universe-'s solution](#)

495.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-08-24 · last AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[universe-'s solution](#)

496.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[universe-'s solution](#)

497.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[universe-'s solution](#)

498.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[universe-'s solution](#)

499.

1367D

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

Quality: 8,815 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[universe-'s solution](#)

500.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-07-26 · last AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[universe-'s solution](#)

501.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[universe-'s solution](#)

502.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[universe-'s solution](#)

503.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[universe-'s solution](#)

504.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-23 · last AC: 2018-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[universe-'s solution](#)

505.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[universe-'s solution](#)

506.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-17 · last AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[universe-'s solution](#)

507.

934C

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

Rating: 1800 · first AC: 2018-02-15 · last AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[universe-'s solution](#)

508.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[universe-'s solution](#)

509.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2018-01-29 · last AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[universe-'s solution](#)

510.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · last AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[universe-'s solution](#)

511.

899D

[Shovel Sale](#) · [Tutorial](#)

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512.

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909C

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1794D

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516.

1545B

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1543C

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1492D

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1479B1

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1436D

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1421D

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530.

1428D

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1369D

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1362E

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1358D

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1353E

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1348D

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552.

1068D

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739B

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560.

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757C

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600D

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1525C

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1458B

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896B

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1427C

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577.

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579.

1391D

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580.

1399E1

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586.

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587.

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588.

1229B

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589.

1316D

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592.

1033D

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593.

1060E

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594.

380C

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595.

359D

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596.

940E

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899E

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461B

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1482E

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604.

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605.

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600E

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Quality: 18,413 global accepts · Rating: 2300 · first AC: 2018-01-28 · last AC: 2018-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[universe-'s solution](#)

700.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2018-01-25 · last AC: 2018-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers
[universe-'s solution](#)

701.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-04-14 · last AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[universe-'s solution](#)

702.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[universe-'s solution](#)

703.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[universe-'s solution](#)

704.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-22 · last AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[universe-'s solution](#)

705.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · last AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[universe-'s solution](#)

706.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[universe-'s solution](#)

707.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[universe-'s solution](#)

708.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[universe-'s solution](#)

709.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[universe-'s solution](#)

710.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[universe-'s solution](#)

711.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[universe-'s solution](#)

712.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2020-08-22 · last AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[universe-'s solution](#)

713.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[universe-'s solution](#)

714.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[universe-'s solution](#)

715.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[universe-'s solution](#)

716.

1243E

[Sum Balance](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-07-08 · last AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, implementation

[universe-'s solution](#)

717.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-28 · last AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[universe-'s solution](#)

718.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[universe-'s solution](#)

719.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · last AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[universe-'s solution](#)

720.

1330E

[Drazil Likes Heap](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-04-20 · last AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[universe-'s solution](#)

721.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees
[universe-'s solution](#)

722.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory
[universe-'s solution](#)

723.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2018-06-13 · last AC: 2018-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing
[universe-'s solution](#)

724.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2018-01-23 · last AC: 2018-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees
[universe-'s solution](#)

725.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-10 · last AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[universe-'s solution](#)

726.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[universe-'s solution](#)

727.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees
[universe-'s solution](#)

728.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees
[universe-'s solution](#)

729.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[universe-'s solution](#)

730.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-01 · last AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[universe-'s solution](#)

731.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-07-18 · last AC: 2020-07-18 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[universe-'s solution](#)

732.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · last AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[universe-'s solution](#)

733.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-28 · last AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[universe-'s solution](#)

734.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2020-03-22 · last AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[universe-'s solution](#)

735.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2018-04-01 · last AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[universe-'s solution](#)

736.

912C

[Perun, Ult!](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2500 · first AC: 2018-01-06 · last AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[universe-'s solution](#)

737.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2020-02-17 · last AC: 2021-08-14 · Java 11 (first AC) · Tags: data structures, divide and conquer, dp

[universe-'s solution](#)

738.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[universe-'s solution](#)

739.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2021-04-22 · last AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[universe-'s solution](#)

740.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[universe-'s solution](#)

741.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-18 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[universe-'s solution](#)

742.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[universe-'s solution](#)

743.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[universe-'s solution](#)

744.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-04-09 · last AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[universe-'s solution](#)

745.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[universe-'s solution](#)

746.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-08 · last AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[universe-'s solution](#)

747.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2018-06-25 · last AC: 2018-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[universe-'s solution](#)

748.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2018-02-04 · last AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[universe-'s solution](#)

749.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[universe-'s solution](#)

750.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · last AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[universe-'s solution](#)

751.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[universe-'s solution](#)

752.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-07-05 · last AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[universe-'s solution](#)

753.

1345F

[Résumé Review](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[universe-'s solution](#)

754.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2018-09-28 · last AC: 2018-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[universe-'s solution](#)

755.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[universe-'s solution](#)

756.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[universe-'s solution](#)

757.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[universe-'s solution](#)

758.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-01-24 · last AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[universe-'s solution](#)

759.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, greedy
[universe-'s solution](#)

760.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-13 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

761.

101175H

[Mining Your Own Business](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

762.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

763.

102511B

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

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

764.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

765.

102511E

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

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

766.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

767.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

768.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

769.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

770.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

771.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

772.

102896G

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

Rating: — · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

773.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

774.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

775.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

776.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

777.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

778.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

779.

102862I

[Strange Mex](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-16 · last AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

780.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

781.

102500D

[Disposable Switches](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

782.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

783.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

784.

102881B

[Anany in the Army](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

785.

102881M

[Baby Ehab's Whining Chance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

786.

102881A

[Officer Anany Collecting String Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

787.

102881G

[Baby Ehab and a GCD Problem, Of Course](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

788.

102881N

[Baby !Ehab](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

789.

101221G

[Metal Processing Plant](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

790.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · last AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

791.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

792.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

793.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

794.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

795.

101205I

[A Safe Bet](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

796.

101205K

[Stacking Plates](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

797.

101205D

[Fibonacci Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

798.

101205C

[Bus Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

799.

101205B

[Curvy Little Bottles](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

800.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

801.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

802.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

803.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

804.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

805.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

806.

101471D

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

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

807.

101471C

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

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

808.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

809.

101471I

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

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

810.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

811.

101175F

[Machine Works](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

812.

101175J

[Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

813.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

814.

101175C

[Ancient Messages](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

815.

101175K

[Trash Removal](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

816.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

817.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

818.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

819.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

820.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

821.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

822.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

823.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · last AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

824.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · last AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

825.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · last AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

826.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

827.

101208J

[Pollution Solution](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

828.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

829.

102433J

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · last AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

830.

100781B

[Bell Ringing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

831.

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

832.

100781F

[Floppy Music](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

833.

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

834.

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

835.

100781E

[Entertainment Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

836.

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

837.

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

838.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

839.

102433G

[Glow, Little Pixel, Glow](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

840.

102433C

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

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

841.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

842.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

843.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

844.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

845.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

846.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

847.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

848.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

849.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

850.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

851.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

852.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

853.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

854.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

855.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

856.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

857.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

858.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

859.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

860.

103081K

[Unique Activities](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

861.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · Java 8 (first AC) · Tags: —
[universe-'s solution](#)

862.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

863.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

864.

102861D

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

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

865.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

866.

103059F

[Famished Fleasheating Frogs](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

867.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · last AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

868.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

869.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

870.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

871.

102861N

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

Rating: — · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

872.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

873.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

874.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

875.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

876.

103059E

[Even Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

877.

103059K

[Cereal Serial Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

878.

103059M

[Triforce of Wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

879.

103059G

[Four Horsemen](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

880.

103059I

[Prefix Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

881.

103059J

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

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

882.

103059L

[Tennis Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

883.

103059H

[Pancake Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

884.

103059B

[Betting Confusion](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

885.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

886.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

887.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

888.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

889.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

890.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

891.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

892.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

893.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

894.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

895.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

896.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

897.

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

898.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

899.

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

900.

103091E

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

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

901.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

902.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

903.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

904.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

905.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

906.

100551B

[GraphAero](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-20 · last AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

907.

100199B

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

908.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2021-03-26 · Python 3 (first AC) · Tags: *special
[universe-'s solution](#)

909.

102500A

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Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

910.

102500H

[Height Profile](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

911.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

912.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

913.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

914.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

915.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

916.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

917.

102870C

[Closestools of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-22 · last AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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918.

102870D

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Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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919.

102870H

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Rating: — · first AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
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920.

102870A

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921.

102870I

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922.

102862K

[Binary Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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923.

102862J

[Mex Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

924.

102862L

[Falling Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

925.

102862B

[Numbers on a Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

926.

102862M

[Big Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

927.

102862F

[Cell Borders](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

928.

102862D

[Splitting Text](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

929.

100551E

[Disconnected Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · last AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

930.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-09 · last AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

931.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

932.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

933.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

934.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

935.

102501J

[Counting Trees](#) · [Tutorial](#)

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936.

102501A

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Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

937.

102501K

[Birdwatching](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

938.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

939.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[universe-'s solution](#)

940.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[universe-'s solution](#)

941.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[universe-'s solution](#)

942.

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

943.

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[universe-'s solution](#)

944.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

945.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

946.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

947.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

948.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

949.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

950.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[universe-'s solution](#)

951.

101611I

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Rating: — · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

952.

101611H

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953.

101611C

[Carpet](#) · [Tutorial](#)

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954.

101611G

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955.

101611F

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956.

101611A

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957.

101611D

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958.

102428F

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959.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

960.

102428G

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Rating: — · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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961.

102428L

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Rating: — · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

962.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

963.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

964.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

965.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

966.

102621D

[Raccoon Mischief](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[universe-'s solution](#)

967.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

968.

101655E

[Enterprising Escape](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-09 · last AC: 2020-02-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)

969.

100729B

[Bird tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · Python 3 (first AC) · Tags: —

[universe-'s solution](#)

970.

100729C

[Movie collection](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)

971.

100729A

[Binomial coefficients](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · Python 3 (first AC) · Tags: —

[universe-'s solution](#)

972.

100729E

[Please, go first](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-09 · Java 8 (first AC) · Tags: —

[universe-'s solution](#)

973.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · Java 8 (first AC) · Tags: —

[universe-'s solution](#)

974.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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975.

102411J

[Just the Last Digit](#) · [Tutorial](#)

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976.

102411B

[Bad Treap](#) · [Tutorial](#)

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977.

102411E

[Equidistant](#) · [Tutorial](#)

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978.

102411M

[Managing Difficulties](#) · [Tutorial](#)

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979.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · Python 3 (first AC) · Tags: —
[universe-'s solution](#)

980.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —
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981.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

982.

101612L

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

Rating: — · first AC: 2020-01-26 · Python 3 (first AC) · Tags: —
[universe-'s solution](#)

983.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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984.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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985.

101612B

[Boolean Satisfability](#) · [Tutorial](#)

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986.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

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987.

101612A

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988.

100801C

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[universe-'s solution](#)

989.

100801H

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990.

100801J

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991.

100801E

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992.

100801D

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993.

100801B

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994.

100801L

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995.

100801A

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996.

101982B

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997.

101982K

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[universe-'s solution](#)

998.

101982E

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[universe-'s solution](#)

999.

101982C

[Contest Setting · Tutorial](#)

Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1000.

101982H

[Repeating Goldbachs · Tutorial](#)

Rating: — · first AC: 2019-10-18 · Java 8 (first AC) · Tags: —
[universe-'s solution](#)

1001.

101982G

[Goat on a Rope](#) · [Tutorial](#)Rating: — · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)**1002.**

101982L

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[universe-'s solution](#)**1003.**

101982A

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[universe-'s solution](#)**1004.**

101982J

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[universe-'s solution](#)**1005.**

101510B

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[universe-'s solution](#)**1006.**

101510A

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[universe-'s solution](#)**1007.**

101655G

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[universe-'s solution](#)**1008.**

101655B

[Bones's Battery](#) · [Tutorial](#)Rating: — · first AC: 2018-11-09 · last AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[universe-'s solution](#)**1009.**

101655L

[Languages](#) · [Tutorial](#)Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[universe-'s solution](#)**1010.**

101655F

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[universe-'s solution](#)**1011.**

101655A

[Assignments](#) · [Tutorial](#)Rating: — · first AC: 2018-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[universe-'s solution](#)

1012.

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · last AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)**1013.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)**1014.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-05 · Python 2 (first AC) · Tags: —

[universe-'s solution](#)**1015.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1016.**

101669L

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

Rating: — · first AC: 2018-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1017.**

101669F

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

Rating: — · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1018.**

101669D

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Rating: — · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1019.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1020.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1021.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1022.**

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · last AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)

1023.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · last AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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1024.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · last AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1025.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · last AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1026.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1027.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1028.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-24 · last AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1029.

101174E

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Rating: — · first AC: 2018-10-02 · last AC: 2018-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1030.

101174K

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

Rating: — · first AC: 2018-09-23 · last AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1031.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · last AC: 2018-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1032.

101623I

[Installing Apps](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1033.

101623G

[Glyph Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1034.

101623H

[High Score](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · Python 3 (first AC) · Tags: —

[universe-'s solution](#)**1035.**

101623B

[Boss Battle](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1036.**

101623D

[Dunglish](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1037.**

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · Python 3 (first AC) · Tags: —

[universe-'s solution](#)**1038.**

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · Python 3 (first AC) · Tags: —

[universe-'s solution](#)**1039.**

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)**1040.**

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · last AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1041.**

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · last AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1042.**

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1043.**

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)**1044.**

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-09 · last AC: 2018-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)

1045.

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1046.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · last AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1047.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1048.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-02 · last AC: 2018-09-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1049.

100168K

[Aö5Dö5D 5Dt5CÖ8CR 4C\\$CDR ?D OCÄKP](#)

Rating: — · first AC: 2018-08-12 · last AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1050.

100168T

[B·0DAD\\$>Dô=C,,5 CÄ5Cd4D2 ;D4GC <C€](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1051.

100168S

[Aö>Tö>ö5D5CÖ8CR BCägCT: C\\$=CR ?D OCÄ>C•](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1052.

100168R

[Aö@Öjäl C 4C`5Cd=CäAD\\$L D\\$>Dt:C, >D\\$@CT7C=C](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1053.

100168Q

[Aö@Öjäl C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ;D4GD0](#)

Rating: — · first AC: 2018-08-12 · last AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1054.

100168P

[Aö@Öjäl C 4C`5Cd=CäAD\\$L D\\$>Dt:C, ?D OCÄ>C•](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1055.

100168O

[AöDöCö;CT;DÄ=C O Cö@Dö<C O](#)

Rating: — · first AC: 2018-08-12 · last AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1056.

100168N

[B4@C2CÔ5CÔ8CR ?D OCÄ>C' ”•](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1057.

100168M

[B4@C2CÔ5CÔ8CR ?D OCÄ>C' •](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1058.

100168L

[AD;C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1059.

100168J

[B 0D AD\\$>Dô=C,,5 CÄ5Cd4D2 >D\\$@CT7C=0CÄ8](#)

Rating: — · first AC: 2018-08-11 · last AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1060.

100168I

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ >D\\$@CT7C=0](#)

Rating: — · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1061.

100168H

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ;D4GC](#)

Rating: — · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1062.

100168G

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C'](#)

Rating: — · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1063.

100168F

[B 0D AD\\$>Dô=C,,5 CäB D\\$>Dt:C, 4Câ ?D OCÄ>C•](#)

Rating: — · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1064.

100168E

[A 8D AC CT:D\\$@C,,AC](#)

Rating: — · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1065.

100168D

[A;Cä 4DÄ BD 5D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1066.

100168B

[B43Cä;CÄ5Cd4D2 2CT:D\\$>D OCÄ8](#)

Rating: — · first AC: 2018-08-11 · last AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[universe-'s solution](#)

1067.

100168A

[Aö×CöÖD =D`9 D43Cä; D\\$>Dt:C€](#)

Rating: — · first AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)

1068.

100168C

[Aö;Cäö 4DÂ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2018-08-11 · last AC: 2018-08-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[universe-'s solution](#)

1069.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · last AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)

1070.

100820J

[Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)

1071.

100570B

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-07 · last AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)

1072.

101201L

[Windy Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-12 · last AC: 2018-01-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)

1073.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-11 · last AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)

1074.

101177F

[False Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-11 · last AC: 2018-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)

1075.

100571D

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[universe-'s solution](#)

1076.

101201E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-06 · GNU C++11 (first AC) · Tags: —

[universe-'s solution](#)

1077.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-02 · GNU C++11 (first AC) · Tags: —

[universe-'s solution](#)