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# Unique solved — vanwij

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1879A

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9.

1867A

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1981A

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1928A

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1919B

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1779A

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1760B

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1759B

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1759A

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1748A

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1674A

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1672A

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1633B

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1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**102.**

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**103.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[vanwijk's solution](#)

**104.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**105.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[vanwijk's solution](#)

**106.**

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**107.**

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**108.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings  
[vanwijk's solution](#)

**109.**

1581A

[CQXYM Count Permutations](#) · [Tutorial](#)

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory  
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**110.**

1579A

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

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: math, strings  
[vanwijk's solution](#)

**111.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[vanwijk's solution](#)

**112.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,955 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**113.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[vanwijk's solution](#)

**114.**

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math  
[vanwijk's solution](#)

**115.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,014 global accepts · Rating: 800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[vanwijk's solution](#)

**116.**

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**117.**

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,658 global accepts · Rating: 800 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
[vanwijk's solution](#)

**118.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**119.**

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**120.**

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**121.**

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings  
[vanwijk's solution](#)

**122.**

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**123.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,437 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**124.**

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**125.**

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**126.**

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**127.**

401A

[Vanya and Cards](#) · [Tutorial](#)

Quality: 17,422 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**128.**

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[vanwijk's solution](#)

**129.**

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[vanwijk's solution](#)

**130.**

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwijk's solution](#)

**131.**

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwijk's solution](#)

**132.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings

[vanwijk's solution](#)

**133.**

1551B1

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

Quality: 31,326 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[vanwijk's solution](#)

**134.**

1551A

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

Quality: 58,363 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwijk's solution](#)

**135.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwijk's solution](#)

**136.**

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[vanwijk's solution](#)

**137.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwijk's solution](#)

**138.**

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

[vanwijk's solution](#)

**139.**

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  
[vanwijk's solution](#)

**140.**

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[vanwijk's solution](#)

**141.**

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings  
[vanwijk's solution](#)

**142.**

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**143.**

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,833 global accepts · Rating: 800 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[vanwijk's solution](#)

**144.**

1243A

[Maximum Square](#) · [Tutorial](#)

Quality: 16,380 global accepts · Rating: 800 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**145.**

1097A

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

Quality: 43,811 global accepts · Rating: 800 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**146.**

680A

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

Quality: 13,295 global accepts · Rating: 800 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[vanwijk's solution](#)

**147.**

1013A

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

Quality: 11,708 global accepts · Rating: 800 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**148.**

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[vanwijk's solution](#)

**149.**

1385B

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

Quality: 39,593 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**150.**

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**151.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,793 global accepts · Rating: 800 · first AC: 2021-03-22 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**152.**

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,729 global accepts · Rating: 800 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[vanwijk's solution](#)

**153.**

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[vanwijk's solution](#)

**154.**

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**155.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[vanwijk's solution](#)

**156.**

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities  
[vanwijk's solution](#)

**157.**

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,317 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[vanwijk's solution](#)

**158.**

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**159.**

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,762 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**160.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**161.**

1372A

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

Quality: 33,482 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation

[vanwijk's solution](#)

**162.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,169 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[vanwijk's solution](#)

**163.**

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,571 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**164.**

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**165.**

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,826 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**166.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,951 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwijk's solution](#)

**167.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwijk's solution](#)

**168.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[vanwijk's solution](#)

**169.**

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwijk's solution](#)

**170.**

1337A

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

Quality: 42,912 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwijk's solution](#)

**171.**

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: strings

[vanwijk's solution](#)

**172.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[vanwij's solution](#)

**173.**

1400A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[vanwij's solution](#)

**174.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwij's solution](#)

**175.**

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**176.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,420 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwij's solution](#)

**177.**

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwij's solution](#)

**178.**

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,151 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwij's solution](#)

**179.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,441 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwij's solution](#)

**180.**

1088A

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

Quality: 17,636 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[vanwij's solution](#)

**181.**

1433A

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

Quality: 62,658 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**182.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,097 global accepts · Rating: 800 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[vanwij's solution](#)

**183.**

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[vanwij's solution](#)

**184.**

1455A

[Strange Functions](#) · [Tutorial](#)

Quality: 27,411 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwij's solution](#)

**185.**

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[vanwij's solution](#)

**186.**

1159A

[A pile of stones](#) · [Tutorial](#)

Quality: 13,409 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**187.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[vanwij's solution](#)

**188.**

750A

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

Quality: 92,563 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[vanwij's solution](#)

**189.**

1353B

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

Quality: 58,130 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[vanwij's solution](#)

**190.**

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwij's solution](#)

**191.**

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwij's solution](#)

**192.**

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwij's solution](#)

**193.**

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,870 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[vanwijk's solution](#)

**194.**

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**195.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[vanwijk's solution](#)

**196.**

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[vanwijk's solution](#)

**197.**

1462B

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

Quality: 29,175 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[vanwijk's solution](#)

**198.**

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**199.**

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation  
[vanwijk's solution](#)

**200.**

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[vanwijk's solution](#)

**201.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**202.**

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings  
[vanwijk's solution](#)

**203.**

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[vanwijk's solution](#)

**204.**

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**205.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[vanwijk's solution](#)

**206.**

1353A

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

Quality: 44,591 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[vanwijk's solution](#)

**207.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**208.**

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**209.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**210.**

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**211.**

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
[vanwijk's solution](#)

**212.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[vanwijk's solution](#)

**213.**

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**214.**

1453A

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

Quality: 24,274 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**215.**

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**216.**

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
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**217.**

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[vanwij's solution](#)

**218.**

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,101 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwij's solution](#)

**219.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwij's solution](#)

**220.**

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwij's solution](#)

**221.**

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwij's solution](#)

**222.**

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[vanwij's solution](#)

**223.**

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwij's solution](#)

**224.**

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[vanwij's solution](#)

**225.**

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[vanwij's solution](#)

**226.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwij's solution](#)

**227.**

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[vanwij's solution](#)

**228.**

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[vanwij's solution](#)

**229.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[vanwij's solution](#)

**230.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,279 global accepts · Rating: 800 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[vanwij's solution](#)

**231.**

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwij's solution](#)

**232.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,130 global accepts · Rating: 800 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[vanwij's solution](#)

**233.**

1491A

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

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[vanwij's solution](#)

**234.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[vanwij's solution](#)

**235.**

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[vanwij's solution](#)

**236.**

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[vanwijk's solution](#)

**237.**

1061A

[Coins](#) · [Tutorial](#)

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[vanwijk's solution](#)

**238.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**239.**

1482A

[Prison Break](#) · [Tutorial](#)

Quality: 21,295 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**240.**

1206A

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Quality: 26,050 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings  
[vanwijk's solution](#)

**241.**

1509A

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Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[vanwijk's solution](#)

**242.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

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[vanwijk's solution](#)

**243.**

1389A

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Quality: 49,883 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
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**244.**

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings  
[vanwijk's solution](#)

**245.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

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[vanwijk's solution](#)

**246.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,529 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**247.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-06-20 · last AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**248.**

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**249.**

1539B

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Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings  
[vanwijk's solution](#)

**250.**

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**251.**

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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**252.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,480 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[vanwijk's solution](#)

**253.**

1223A

[CME](#) · [Tutorial](#)

Quality: 22,287 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**254.**

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,785 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[vanwijk's solution](#)

**255.**

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**256.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,208 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory  
[vanwijk's solution](#)

**257.**

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**258.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**259.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[vanwijk's solution](#)

**260.**

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,790 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[vanwijk's solution](#)

**261.**

1462A

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

Quality: 48,976 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[vanwijk's solution](#)

**262.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,851 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[vanwijk's solution](#)

**263.**

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math  
[vanwijk's solution](#)

**264.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**265.**

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**266.**

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**267.**

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**268.**

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**269.**

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**270.**

1511A

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Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**271.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,967 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**272.**

1382A

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

Quality: 27,362 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[vanwijk's solution](#)

**273.**

1520A

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

Quality: 58,463 global accepts · Rating: 800 · first AC: 2021-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**274.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[vanwijk's solution](#)

**275.**

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks  
[vanwijk's solution](#)

**276.**

1348A

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

Quality: 42,854 global accepts · Rating: 800 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**277.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,118 global accepts · Rating: 800 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**278.**

1385A

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Quality: 43,349 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**279.**

1472A

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

Quality: 45,524 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**280.**

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**281.**

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,810 global accepts · Rating: 800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**282.**

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,970 global accepts · Rating: 800 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**283.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,610 global accepts · Rating: 800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[vanwijk's solution](#)

**284.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,713 global accepts · Rating: 800 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**285.**

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,155 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**286.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**287.**

1519B

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Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[vanwijk's solution](#)

**288.**

16A

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Quality: 17,255 global accepts · Rating: 800 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**289.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[vanwijk's solution](#)

**290.**

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**291.**

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**292.**

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**293.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**294.**

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[vanwijk's solution](#)

**295.**

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**296.**

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**297.**

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**298.**

1085A

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

Quality: 12,697 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**299.**

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**300.**

1030A

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

Quality: 171,490 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**301.**

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**302.**

1352A

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

Quality: 104,150 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**303.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**304.**

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[vanwijk's solution](#)

**305.**

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,717 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[vanwijk's solution](#)

**306.**

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,983 global accepts · Rating: 800 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**307.**

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,739 global accepts · Rating: 800 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**308.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**309.**

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**310.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,386 global accepts · Rating: 800 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[vanwijk's solution](#)

**311.**

987A

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

Quality: 17,503 global accepts · Rating: 800 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**312.**

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**313.**

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**314.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[vanwijk's solution](#)

**315.**

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,073 global accepts · Rating: 800 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**316.**

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,274 global accepts · Rating: 800 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[vanwijk's solution](#)

**317.**

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,348 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**318.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**319.**

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,828 global accepts · Rating: 800 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**320.**

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,193 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**321.**

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**322.**

1374A

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

Quality: 64,191 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**323.**

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**324.**

1146A

[Love "A" · Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**325.**

1328A

[Divisibility Problem · Tutorial](#)

Quality: 131,926 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**326.**

1303A

[Erasing Zeroes · Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**327.**

1399B

[Gifts Fixing · Tutorial](#)

Quality: 46,813 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**328.**

1440A

[Buy the String · Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**329.**

1411A

[In-game Chat · Tutorial](#)

Quality: 21,750 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**330.**

1301A

[Three Strings · Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**331.**

976A

[Minimum Binary Number · Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**332.**

978B

[File Name · Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[vanwijk's solution](#)

**333.**

918A

[Eleven · Tutorial](#)

Quality: 18,243 global accepts · Rating: 800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**334.**

1316A

[Grade Allocation · Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**335.**

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[vanwijk's solution](#)

**336.**

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[vanwijk's solution](#)

**337.**

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[vanwijk's solution](#)

**338.**

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**339.**

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**340.**

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[vanwijk's solution](#)

**341.**

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**342.**

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,675 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: games, math  
[vanwijk's solution](#)

**343.**

977A

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

Quality: 217,530 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**344.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,460 global accepts · Rating: 800 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[vanwijk's solution](#)

**345.**

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**346.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,029 global accepts · Rating: 800 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[vanwij's solution](#)

**347.**

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,726 global accepts · Rating: 800 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[vanwij's solution](#)

**348.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwij's solution](#)

**349.**

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**350.**

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,303 global accepts · Rating: 800 · first AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwij's solution](#)

**351.**

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,131 global accepts · Rating: 800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwij's solution](#)

**352.**

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwij's solution](#)

**353.**

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**354.**

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**355.**

855A

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

Quality: 27,350 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[vanwij's solution](#)

**356.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[vanwij's solution](#)

**357.**

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[vanwij's solution](#)

**358.**

540A

[Combination Lock](#) · [Tutorial](#)

Quality: 35,257 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**359.**

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**360.**

952A

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

Quality: 11,976 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: \*special, math

[vanwij's solution](#)

**361.**

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwij's solution](#)

**362.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,119 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**363.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**364.**

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[vanwij's solution](#)

**365.**

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwij's solution](#)

**366.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[vanwij's solution](#)

**367.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,845 global accepts · Rating: 800 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[vanwij's solution](#)

**368.**

935A

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

Quality: 47,237 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwij's solution](#)

**369.**

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,314 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**370.**

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**371.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,252 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[vanwij's solution](#)

**372.**

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,967 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**373.**

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,535 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[vanwij's solution](#)

**374.**

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,097 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[vanwij's solution](#)

**375.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**376.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,280 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**377.**

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwij's solution](#)

**378.**

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwijk's solution](#)

**379.**

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**380.**

486A

[Calculating Function](#) · [Tutorial](#)

Quality: 154,170 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**381.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,564 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

**382.**

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,169 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**383.**

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**384.**

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[vanwijk's solution](#)

**385.**

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[vanwijk's solution](#)

**386.**

746A

[Compute](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**387.**

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwijk's solution](#)

**388.**

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[vanwijk's solution](#)

**389.**

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**390.**

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,595 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**391.**

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**392.**

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**393.**

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwijk's solution](#)

**394.**

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**395.**

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,944 global accepts · Rating: 800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**396.**

551A

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

Quality: 17,860 global accepts · Rating: 800 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[vanwijk's solution](#)

**397.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,185 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**398.**

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,347 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**399.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,662 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**400.**

669A

[Little Artem and Presents](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwij's solution](#)

**401.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,552 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwij's solution](#)

**402.**

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,089 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[vanwij's solution](#)

**403.**

899A

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

Quality: 11,098 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[vanwij's solution](#)

**404.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**405.**

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[vanwij's solution](#)

**406.**

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwij's solution](#)

**407.**

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,213 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwij's solution](#)

**408.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[vanwij's solution](#)

**409.**

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwij's solution](#)

**410.**

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**411.**

780A

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

Quality: 22,787 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**412.**

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**413.**

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,794 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**414.**

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,935 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math  
[vanwijk's solution](#)

**415.**

755A

[PolandBall and Hypothesis](#) · [Tutorial](#)

Quality: 19,786 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory  
[vanwijk's solution](#)

**416.**

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,809 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[vanwijk's solution](#)

**417.**

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,148 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**418.**

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[vanwijk's solution](#)

**419.**

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,439 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**420.**

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,028 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[vanwijk's solution](#)

**421.**

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**422.**

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2021-01-22 · last AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**423.**

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[vanwijk's solution](#)

**424.**

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**425.**

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,710 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[vanwijk's solution](#)

**426.**

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwijk's solution](#)

**427.**

950A

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

Quality: 16,376 global accepts · Rating: 800 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**428.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,780 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwijk's solution](#)

**429.**

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,442 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwijk's solution](#)

**430.**

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,076 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwijk's solution](#)

**431.**

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

[vanwijk's solution](#)

**432.**

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**433.**

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,511 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[vanwijk's solution](#)

**434.**

266A

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

Quality: 244,613 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**435.**

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, implementation

[vanwijk's solution](#)

**436.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**437.**

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,414 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[vanwijk's solution](#)

**438.**

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[vanwijk's solution](#)

**439.**

169A

[Chores](#) · [Tutorial](#)

Quality: 8,184 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[vanwijk's solution](#)

**440.**

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,792 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**441.**

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**442.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,576 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**443.**

32B

[Borze](#) · [Tutorial](#)

Quality: 79,765 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation

[vanwijk's solution](#)

**444.**

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,320 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[vanwijk's solution](#)

**445.**

112A

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

Quality: 287,298 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

**446.**

136A

[Presents](#) · [Tutorial](#)

Quality: 146,556 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**447.**

268A

[Games](#) · [Tutorial](#)

Quality: 104,225 global accepts · Rating: 800 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[vanwijk's solution](#)

**448.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,343 global accepts · Rating: 800 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[vanwijk's solution](#)

**449.**

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,456 global accepts · Rating: 800 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**450.**

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,061 global accepts · Rating: 800 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**451.**

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,678 global accepts · Rating: 800 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**452.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,040 global accepts · Rating: 800 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

**453.**

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,836 global accepts · Rating: 800 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[vanwijk's solution](#)

**454.**

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 800 · first AC: 2021-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**455.**

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**456.**

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**457.**

421A

[Pasha and Hamsters](#) · [Tutorial](#)

Quality: 6,885 global accepts · Rating: 800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[vanwijk's solution](#)

**458.**

71A

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

Quality: 503,352 global accepts · Rating: 800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

[vanwijk's solution](#)

**459.**

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,566 global accepts · Rating: 800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**460.**

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,970 global accepts · Rating: 800 · first AC: 2021-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**461.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,957 global accepts · Rating: 800 · first AC: 2021-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**462.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,357 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: implementation

[vanwijk's solution](#)

**463.**

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,220 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**464.**

233A

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

Quality: 49,154 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**465.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: \*special, implementation, sortings

[vanwij's solution](#)

**466.**

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: strings

[vanwij's solution](#)

**467.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,486 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: implementation, strings

[vanwij's solution](#)

**468.**

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: implementation, strings

[vanwij's solution](#)

**469.**

155A

[I love \%username%](#) · [Tutorial](#)

Quality: 93,675 global accepts · Rating: 800 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: brute force

[vanwij's solution](#)

**470.**

245A

[System Administrator](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation

[vanwij's solution](#)

**471.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,284 global accepts · Rating: 800 · first AC: 2021-01-15 · last AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation

[vanwij's solution](#)

**472.**

92A

[Chips](#) · [Tutorial](#)

Quality: 21,531 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation, math

[vanwij's solution](#)

**473.**

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,435 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation

[vanwij's solution](#)

**474.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,442 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: implementation, math

[vanwij's solution](#)

**475.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,103 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[vanwij's solution](#)

**476.**

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,502 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation

[vanwij's solution](#)

**477.**

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation

[vanwij's solution](#)

**478.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,095 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[vanwij's solution](#)

**479.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,060 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation

[vanwij's solution](#)

**480.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,534 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: \*special, implementation

[vanwij's solution](#)

**481.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,978 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation, strings

[vanwij's solution](#)

**482.**

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,174 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: brute force, math

[vanwij's solution](#)

**483.**

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,688 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation

[vanwij's solution](#)

**484.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: brute force

[vanwij's solution](#)

**485.**

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,224 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation

[vanwij's solution](#)

**486.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,416 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[vanwij's solution](#)

**487.**

306A

[Candies](#) · [Tutorial](#)

Quality: 8,175 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation

[vanwijk's solution](#)

**488.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,362 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation

[vanwijk's solution](#)

**489.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,531 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation

[vanwijk's solution](#)

**490.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation

[vanwijk's solution](#)

**491.**

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,087 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: brute force

[vanwijk's solution](#)

**492.**

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: brute force

[vanwijk's solution](#)

**493.**

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,245 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation

[vanwijk's solution](#)

**494.**

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: \*special, implementation

[vanwijk's solution](#)

**495.**

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2021-01-10 · last AC: 2021-01-10 · GNU C++11 (first AC) · Tags: implementation

[vanwijk's solution](#)

**496.**

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation

[vanwijk's solution](#)

**497.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,414 global accepts · Rating: 800 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings

[vanwijk's solution](#)

**498.**

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**499.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwijk's solution](#)

**500.**

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 800 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**501.**

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,832 global accepts · Rating: 800 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**502.**

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,925 global accepts · Rating: 800 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[vanwijk's solution](#)

**503.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**504.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,995 global accepts · Rating: 800 · first AC: 2020-12-29 · last AC: 2021-01-06 · GNU C11 (first AC) · Tags: brute force, math

[vanwijk's solution](#)

**505.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,767 global accepts · Rating: 800 · first AC: 2021-01-01 · last AC: 2021-01-01 · GNU C11 (first AC) · Tags: brute force

[vanwijk's solution](#)

**506.**

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2020-12-31 · GNU C11 (first AC) · Tags: brute force, implementation

[vanwijk's solution](#)

**507.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,778 global accepts · Rating: 800 · first AC: 2020-12-31 · GNU C11 (first AC) · Tags: greedy, math

[vanwijk's solution](#)

**508.**

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C11 (first AC) · Tags: implementation

[vanwijk's solution](#)

**509.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,686 global accepts · Rating: 800 · first AC: 2020-12-29 · GNU C11 (first AC) · Tags: math, probabilities

[vanwijk's solution](#)

**510.**

1409A

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

Quality: 80,433 global accepts · Rating: 800 · first AC: 2020-12-23 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**511.**

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms  
[vanwijk's solution](#)

**512.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,542 global accepts · Rating: 900 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math  
[vanwijk's solution](#)

**513.**

1900B

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

Quality: 20,474 global accepts · Rating: 900 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[vanwijk's solution](#)

**514.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 900 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**515.**

1879B

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

Quality: 25,078 global accepts · Rating: 900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[vanwijk's solution](#)

**516.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**517.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[vanwijk's solution](#)

**518.**

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings  
[vanwijk's solution](#)

**519.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[vanwijk's solution](#)

**520.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,893 global accepts · Rating: 900 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[vanwij's solution](#)

**521.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[vanwij's solution](#)

**522.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,093 global accepts · Rating: 900 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**523.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,080 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwij's solution](#)

**524.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwij's solution](#)

**525.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[vanwij's solution](#)

**526.**

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[vanwij's solution](#)

**527.**

1675B

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

Quality: 43,302 global accepts · Rating: 900 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwij's solution](#)

**528.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,116 global accepts · Rating: 900 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwij's solution](#)

**529.**

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,907 global accepts · Rating: 900 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[vanwij's solution](#)

**530.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,957 global accepts · Rating: 900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**531.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**532.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory  
[vanwijk's solution](#)

**533.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**534.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[vanwijk's solution](#)

**535.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,492 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[vanwijk's solution](#)

**536.**

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,372 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[vanwijk's solution](#)

**537.**

1593B

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

Quality: 40,657 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math  
[vanwijk's solution](#)

**538.**

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,832 global accepts · Rating: 900 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**539.**

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,991 global accepts · Rating: 900 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[vanwijk's solution](#)

**540.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,245 global accepts · Rating: 900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings  
[vanwijk's solution](#)

**541.**

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**542.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[vanwijk's solution](#)

**543.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,596 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[vanwijk's solution](#)

**544.**

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[vanwijk's solution](#)

**545.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[vanwijk's solution](#)

**546.**

1543B

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

Quality: 24,479 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[vanwijk's solution](#)

**547.**

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,965 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[vanwijk's solution](#)

**548.**

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,678 global accepts · Rating: 900 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**549.**

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,205 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[vanwijk's solution](#)

**550.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,027 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[vanwijk's solution](#)

**551.**

1106C

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

Quality: 15,913 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[vanwijk's solution](#)

**552.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[vanwij's solution](#)

**553.**

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[vanwij's solution](#)

**554.**

1471A

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

Quality: 38,217 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[vanwij's solution](#)

**555.**

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwij's solution](#)

**556.**

549A

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Quality: 10,157 global accepts · Rating: 900 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwij's solution](#)

**557.**

915A

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Quality: 16,021 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**558.**

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**559.**

1201A

[Important Exam](#) · [Tutorial](#)

Quality: 17,033 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwij's solution](#)

**560.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,049 global accepts · Rating: 900 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwij's solution](#)

**561.**

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwij's solution](#)

**562.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[vanwij's solution](#)

**563.**

465A

[inc ARG](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**564.**

1335B

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

Quality: 42,600 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[vanwijk's solution](#)

**565.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[vanwijk's solution](#)

**566.**

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2021-07-01 · last AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwijk's solution](#)

**567.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**568.**

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwijk's solution](#)

**569.**

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**570.**

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**571.**

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[vanwijk's solution](#)

**572.**

1238A

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

Quality: 28,066 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwijk's solution](#)

**573.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[vanwijk's solution](#)

**574.**

1475B

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

Quality: 57,262 global accepts · Rating: 900 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[vanwijk's solution](#)

**575.**

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,607 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[vanwijk's solution](#)

**576.**

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,512 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[vanwijk's solution](#)

**577.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,920 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwijk's solution](#)

**578.**

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**579.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**580.**

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[vanwijk's solution](#)

**581.**

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[vanwijk's solution](#)

**582.**

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[vanwijk's solution](#)

**583.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[vanwijk's solution](#)

**584.**

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

**585.**

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**586.**

1225A

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

Quality: 16,624 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**587.**

1093B

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Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[vanwijk's solution](#)

**588.**

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[vanwijk's solution](#)

**589.**

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[vanwijk's solution](#)

**590.**

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[vanwijk's solution](#)

**591.**

572A

[Arrays](#) · [Tutorial](#)

Quality: 18,461 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[vanwijk's solution](#)

**592.**

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,342 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwijk's solution](#)

**593.**

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**594.**

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,591 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**595.**

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**596.**

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,881 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**597.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**598.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[vanwijk's solution](#)

**599.**

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[vanwijk's solution](#)

**600.**

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation  
[vanwijk's solution](#)

**601.**

1144B

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

Quality: 18,338 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[vanwijk's solution](#)

**602.**

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,680 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[vanwijk's solution](#)

**603.**

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**604.**

879A

[Borya's Diagnosis](#) · [Tutorial](#)

Quality: 9,575 global accepts · Rating: 900 · first AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**605.**

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**606.**

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,891 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**607.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,691 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: games

[vanwijk's solution](#)

**608.**

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[vanwijk's solution](#)

**609.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwijk's solution](#)

**610.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[vanwijk's solution](#)

**611.**

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

[vanwijk's solution](#)

**612.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,206 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[vanwijk's solution](#)

**613.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[vanwijk's solution](#)

**614.**

892A

[Greed](#) · [Tutorial](#)

Quality: 14,944 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**615.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[vanwijk's solution](#)

**616.**

501A

[Contest](#) · [Tutorial](#)

Quality: 24,289 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**617.**

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwijk's solution](#)

**618.**

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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**619.**

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[vanwij's solution](#)

**620.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,078 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[vanwij's solution](#)

**621.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwij's solution](#)

**622.**

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**623.**

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,249 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[vanwij's solution](#)

**624.**

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**625.**

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[vanwij's solution](#)

**626.**

1057A

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

Quality: 7,470 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, trees

[vanwij's solution](#)

**627.**

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,867 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[vanwij's solution](#)

**628.**

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, schedules

[vanwij's solution](#)

**629.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,075 global accepts · Rating: 900 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[vanwijk's solution](#)

**630.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**631.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[vanwijk's solution](#)

**632.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,320 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[vanwijk's solution](#)

**633.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,794 global accepts · Rating: 900 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

**634.**

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[vanwijk's solution](#)

**635.**

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,431 global accepts · Rating: 900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**636.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**637.**

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,706 global accepts · Rating: 900 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**638.**

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**639.**

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,394 global accepts · Rating: 900 · first AC: 2021-05-30 · last AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwijk's solution](#)

**640.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwijk's solution](#)

**641.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,845 global accepts · Rating: 900 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwijk's solution](#)

**642.**

1374B

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

Quality: 71,593 global accepts · Rating: 900 · first AC: 2021-05-18 · last AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**643.**

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,397 global accepts · Rating: 900 · first AC: 2021-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[vanwijk's solution](#)

**644.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,701 global accepts · Rating: 900 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**645.**

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,704 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[vanwijk's solution](#)

**646.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,022 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**647.**

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwijk's solution](#)

**648.**

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,066 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**649.**

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**650.**

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**651.**

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,472 global accepts · Rating: 900 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**652.**

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[vanwijk's solution](#)

**653.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,757 global accepts · Rating: 900 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[vanwijk's solution](#)

**654.**

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwijk's solution](#)

**655.**

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,591 global accepts · Rating: 900 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[vanwijk's solution](#)

**656.**

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,048 global accepts · Rating: 900 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[vanwijk's solution](#)

**657.**

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**658.**

408A

[Line to Cashier](#) · [Tutorial](#)

Quality: 11,984 global accepts · Rating: 900 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**659.**

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 900 · first AC: 2021-05-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[vanwijk's solution](#)

**660.**

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,210 global accepts · Rating: 900 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**661.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,673 global accepts · Rating: 900 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

**662.**

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**663.**

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,425 global accepts · Rating: 900 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[vanwij's solution](#)

**664.**

267A

[Subtractions](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[vanwij's solution](#)

**665.**

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,268 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwij's solution](#)

**666.**

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,131 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwij's solution](#)

**667.**

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,544 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwij's solution](#)

**668.**

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,497 global accepts · Rating: 900 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[vanwij's solution](#)

**669.**

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwij's solution](#)

**670.**

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwij's solution](#)

**671.**

34B

[Sale](#) · [Tutorial](#)

Quality: 66,031 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[vanwij's solution](#)

**672.**

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[vanwij's solution](#)

**673.**

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[vanwijk's solution](#)

**674.**

10A

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

Quality: 8,347 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**675.**

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,849 global accepts · Rating: 900 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[vanwijk's solution](#)

**676.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,078 global accepts · Rating: 900 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[vanwijk's solution](#)

**677.**

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**678.**

424A

[Squats](#) · [Tutorial](#)

Quality: 9,187 global accepts · Rating: 900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**679.**

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,221 global accepts · Rating: 900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**680.**

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**681.**

1330A

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

Quality: 19,461 global accepts · Rating: 900 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**682.**

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[vanwijk's solution](#)

**683.**

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,776 global accepts · Rating: 900 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[vanwijk's solution](#)

**684.**

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwijk's solution](#)

**685.**

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2021-04-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**686.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**687.**

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 900 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

**688.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**689.**

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[vanwijk's solution](#)

**690.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,273 global accepts · Rating: 1000 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[vanwijk's solution](#)

**691.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[vanwijk's solution](#)

**692.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,066 global accepts · Rating: 1000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[vanwijk's solution](#)

**693.**

1785A

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

Rating: 1000 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[vanwijk's solution](#)

**694.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[vanwijk's solution](#)

**695.**

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[vanwijk's solution](#)

**696.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[vanwijk's solution](#)

**697.**

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[vanwijk's solution](#)

**698.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[vanwijk's solution](#)

**699.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[vanwijk's solution](#)

**700.**

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, strings

[vanwijk's solution](#)

**701.**

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[vanwijk's solution](#)

**702.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,966 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[vanwijk's solution](#)

**703.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[vanwijk's solution](#)

**704.**

1632B

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

Quality: 31,545 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[vanwijk's solution](#)

**705.**

1620B

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

Quality: 31,479 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[vanwijk's solution](#)

**706.**

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[vanwijk's solution](#)

**707.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[vanwijk's solution](#)

**708.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwijk's solution](#)

**709.**

1579E1

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

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[vanwijk's solution](#)

**710.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory  
[vanwijk's solution](#)

**711.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[vanwijk's solution](#)

**712.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,888 global accepts · Rating: 1000 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[vanwijk's solution](#)

**713.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[vanwijk's solution](#)

**714.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,946 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[vanwijk's solution](#)

**715.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[vanwijk's solution](#)

**716.**

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**717.**

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**718.**

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,990 global accepts · Rating: 1000 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory  
[vanwijk's solution](#)

**719.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,836 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**720.**

476A

[Dreamoon and Stairs](#) · [Tutorial](#)

Quality: 51,621 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[vanwijk's solution](#)

**721.**

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,848 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**722.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[vanwijk's solution](#)

**723.**

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,418 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**724.**

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,273 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**725.**

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,708 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation  
[vanwijk's solution](#)

**726.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**727.**

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers  
[vanwijk's solution](#)

**728.**

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,533 global accepts · Rating: 1000 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings  
[vanwijk's solution](#)

**729.**

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,943 global accepts · Rating: 1000 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**730.**

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**731.**

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**732.**

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[vanwijk's solution](#)

**733.**

798A

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

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings  
[vanwijk's solution](#)

**734.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs  
[vanwijk's solution](#)

**735.**

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,276 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**736.**

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[vanwijk's solution](#)

**737.**

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,776 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[vanwijk's solution](#)

**738.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2021-07-15 · last AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**739.**

680B

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

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwijk's solution](#)

**740.**

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,533 global accepts · Rating: 1000 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[vanwijk's solution](#)

**741.**

1550B

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

Quality: 28,555 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwijk's solution](#)

**742.**

584A

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

Quality: 52,616 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**743.**

1362A

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

Quality: 34,088 global accepts · Rating: 1000 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**744.**

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**745.**

1506C

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

Quality: 35,639 global accepts · Rating: 1000 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[vanwijk's solution](#)

**746.**

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 1000 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**747.**

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwijk's solution](#)

**748.**

1521A

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

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

[vanwij's solution](#)

**749.**

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[vanwij's solution](#)

**750.**

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[vanwij's solution](#)

**751.**

577A

[Multiplication Table](#) · [Tutorial](#)

Quality: 45,287 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[vanwij's solution](#)

**752.**

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,941 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[vanwij's solution](#)

**753.**

1388B

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

Quality: 22,821 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwij's solution](#)

**754.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[vanwij's solution](#)

**755.**

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[vanwij's solution](#)

**756.**

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[vanwij's solution](#)

**757.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[vanwij's solution](#)

**758.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[vanwijk's solution](#)

**759.**

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,726 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**760.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**761.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[vanwijk's solution](#)

**762.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**763.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings  
[vanwijk's solution](#)

**764.**

1243B1

[Character Swap \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[vanwijk's solution](#)

**765.**

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,383 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**766.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,505 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[vanwijk's solution](#)

**767.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,293 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[vanwijk's solution](#)

**768.**

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,816 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory  
[vanwijk's solution](#)

**769.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,014 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[vanwijk's solution](#)

## 770.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,466 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

## 771.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,401 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

## 772.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,288 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

## 773.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,988 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

## 774.

1155A

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

Quality: 25,982 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[vanwijk's solution](#)

## 775.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,060 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[vanwijk's solution](#)

## 776.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,943 global accepts · Rating: 1000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[vanwijk's solution](#)

## 777.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,826 global accepts · Rating: 1000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[vanwijk's solution](#)

## 778.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[vanwijk's solution](#)

## 779.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[vanwijk's solution](#)

**780.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwij's solution](#)

**781.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,027 global accepts · Rating: 1100 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings  
[vanwij's solution](#)

**782.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers  
[vanwij's solution](#)

**783.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,927 global accepts · Rating: 1100 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[vanwij's solution](#)

**784.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[vanwij's solution](#)

**785.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings  
[vanwij's solution](#)

**786.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[vanwij's solution](#)

**787.**

1902B

[Getting Points](#) · [Tutorial](#)

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

**788.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[vanwij's solution](#)

**789.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,819 global accepts · Rating: 1100 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[vanwij's solution](#)

**790.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[vanwijk's solution](#)

**791.**

1788B

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

Quality: 22,358 global accepts · Rating: 1100 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities  
[vanwijk's solution](#)

**792.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[vanwijk's solution](#)

**793.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[vanwijk's solution](#)

**794.**

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[vanwijk's solution](#)

**795.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**796.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings  
[vanwijk's solution](#)

**797.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[vanwijk's solution](#)

**798.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths  
[vanwijk's solution](#)

**799.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[vanwijk's solution](#)

**800.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[vanwij's solution](#)

**801.**

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[vanwij's solution](#)

**802.**

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[vanwij's solution](#)

**803.**

1726B

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

Quality: 16,854 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[vanwij's solution](#)

**804.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[vanwij's solution](#)

**805.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[vanwij's solution](#)

**806.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[vanwij's solution](#)

**807.**

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwij's solution](#)

**808.**

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,781 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[vanwij's solution](#)

**809.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[vanwij's solution](#)

**810.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,622 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[vanwij's solution](#)

**811.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**812.**

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[vanwijk's solution](#)

**813.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[vanwijk's solution](#)

**814.**

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[vanwijk's solution](#)

**815.**

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[vanwijk's solution](#)

**816.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[vanwijk's solution](#)

**817.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**818.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[vanwijk's solution](#)

**819.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vanwijk's solution](#)

**820.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[vanwijk's solution](#)

**821.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[vanwijk's solution](#)

**822.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[vanwijk's solution](#)

**823.**

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[vanwijk's solution](#)

**824.**

1579B

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Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
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**825.**

1574B

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**826.**

1566D1

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**827.**

1478B

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**828.**

90B

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**829.**

68A

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**830.**

1463A

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**831.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
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**832.**

456A

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**833.**

519B

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**834.**

1557B

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Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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**835.**

287A

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**836.**

675A

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**837.**

522B

[Photo to Remember](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1100 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures, dp, implementation

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**838.**

767A

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Quality: 22,691 global accepts · Rating: 1100 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**839.**

501B

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**840.**

368B

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**841.**

525A

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**842.**

1428C

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**843.**

300A

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**844.**

1288B

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**845.**

483A

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**846.**

1165A

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**847.**

1332A

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**848.**

1288A

[Deadline](#) · [Tutorial](#)

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**849.**

1511C

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[vanwijk's solution](#)

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467B

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**851.**

651A

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Quality: 24,139 global accepts · Rating: 1100 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

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**852.**

1342B

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**853.**

1108B

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Quality: 25,195 global accepts · Rating: 1100 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number

theory

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**854.**

1366A

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535B

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**856.**

1547C

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**857.**

1511B

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Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[vanwij's solution](#)

**858.**

919B

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Quality: 31,610 global accepts · Rating: 1100 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

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**859.**

463B

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**860.**

706B

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1324C

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270A

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478A

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**864.**

1327A

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1490C

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**866.**

349A

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1335C

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82A

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363B

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1375A

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**872.**

1370B

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**873.**

158B

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**874.**

1304B

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**875.**

1935B

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1928B

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**877.**

1916C

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Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

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1870B

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**879.**

1793C

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Quality: 33,113 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

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**880.**

1792B

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**881.**

1512D

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Quality: 24,533 global accepts · Rating: 1200 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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1747C

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1742E

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**884.**

1738B

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**885.**

1679B

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Quality: 27,438 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**886.**

1674D

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Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

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**887.**

1671C

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**888.**

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**889.**

1669E

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**890.**

1613C

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**891.**

1582C

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[vanwij's solution](#)

**892.**

1586B

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Rating: 1200 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

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**893.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

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**894.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings  
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**895.**

1495A

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Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings  
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**896.**

1592B

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**897.**

134A

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**898.**

1581B

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[vanwijk's solution](#)

**899.**

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math  
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**900.**

1512C

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**901.**

1419B

[Stairs](#) · [Tutorial](#)

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**902.**

1559C

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**903.**

1363A

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**904.**

239A

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**905.**

1203B

[Equal Rectangles](#) · [Tutorial](#)

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**906.**

1339B

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**907.**

1354B

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**908.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**909.**

1355A

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

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**910.**

327A

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**911.**

489B

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Quality: 56,749 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers  
[vanwijk's solution](#)

**912.**

492B

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Quality: 90,204 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings  
[vanwijk's solution](#)

**913.**

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[vanwijk's solution](#)

**914.**

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

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## 915.

1185C1

[Exam in BerSU \(easy version\) · Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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## 916.

1015B

[Obtaining the String · Tutorial](#)

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[vanwijk's solution](#)

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298B

[Sail · Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[vanwijk's solution](#)

## 918.

18C

[Stripe · Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[vanwijk's solution](#)

## 919.

1214C

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Quality: 14,198 global accepts · Rating: 1200 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[vanwijk's solution](#)

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1076A

[Minimizing the String · Tutorial](#)

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[vanwijk's solution](#)

## 921.

461A

[Appleman and Toastman · Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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## 922.

1076B

[Divisor Subtraction · Tutorial](#)

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

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998B

[Cutting · Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[vanwijk's solution](#)

## 924.

1504B

[Flip the Bits · Tutorial](#)

Quality: 25,725 global accepts · Rating: 1200 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[vanwijk's solution](#)

**925.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[vanwijk's solution](#)

**926.**

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[vanwijk's solution](#)

**927.**

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,829 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: \*special, dfs and similar, dp, graphs, trees

[vanwijk's solution](#)

**928.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation  
[vanwijk's solution](#)

**929.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[vanwijk's solution](#)

**930.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy  
[vanwijk's solution](#)

**931.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings  
[vanwijk's solution](#)

**932.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[vanwijk's solution](#)

**933.**

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,363 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[vanwijk's solution](#)

**934.**

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 1200 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math  
[vanwijk's solution](#)

**935.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[vanwijk's solution](#)

**936.**

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,348 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[vanwijk's solution](#)

**937.**

879B

[Table Tennis](#) · [Tutorial](#)

Quality: 14,407 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[vanwijk's solution](#)

**938.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,549 global accepts · Rating: 1200 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[vanwijk's solution](#)

**939.**

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, constructive algorithms, data structures, sortings

[vanwijk's solution](#)

**940.**

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[vanwijk's solution](#)

**941.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,495 global accepts · Rating: 1200 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[vanwijk's solution](#)

**942.**

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

[vanwijk's solution](#)

**943.**

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**944.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[vanwijk's solution](#)

**945.**

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwijk's solution](#)

**946.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,346 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[vanwij's solution](#)

**947.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[vanwij's solution](#)

**948.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwij's solution](#)

**949.**

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[vanwij's solution](#)

**950.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[vanwij's solution](#)

**951.**

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[vanwij's solution](#)

**952.**

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,817 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[vanwij's solution](#)

**953.**

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,478 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[vanwij's solution](#)

**954.**

1343C

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

Quality: 44,080 global accepts · Rating: 1200 · first AC: 2021-07-14 · last AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[vanwij's solution](#)

**955.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,923 global accepts · Rating: 1200 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[vanwij's solution](#)

**956.**

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

implementation

[vanwijk's solution](#)

**957.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 1200 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[vanwijk's solution](#)

**958.**

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[vanwijk's solution](#)

**959.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwijk's solution](#)

**960.**

1352C

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

Quality: 69,782 global accepts · Rating: 1200 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[vanwijk's solution](#)

**961.**

474B

[Worms](#) · [Tutorial](#)

Quality: 62,560 global accepts · Rating: 1200 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[vanwijk's solution](#)

**962.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,032 global accepts · Rating: 1200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**963.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**964.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[vanwijk's solution](#)

**965.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,468 global accepts · Rating: 1200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[vanwijk's solution](#)

**966.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,486 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[vanwijk's solution](#)

**967.**

1537C

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

Quality: 30,284 global accepts · Rating: 1200 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[vanwij's solution](#)

**968.**

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[vanwij's solution](#)

**969.**

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[vanwij's solution](#)

**970.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[vanwij's solution](#)

**971.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[vanwij's solution](#)

**972.**

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[vanwij's solution](#)

**973.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[vanwij's solution](#)

**974.**

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[vanwij's solution](#)

**975.**

1881D

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

Quality: 28,443 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[vanwij's solution](#)

**976.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[vanwij's solution](#)

**977.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[vanwij's solution](#)

**978.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[vanwij's solution](#)

**979.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[vanwij's solution](#)

**980.**

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[vanwij's solution](#)

**981.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[vanwij's solution](#)

**982.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[vanwij's solution](#)

**983.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[vanwij's solution](#)

**984.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[vanwij's solution](#)

**985.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[vanwij's solution](#)

**986.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[vanwij's solution](#)

**987.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[vanwijk's solution](#)

**988.**

1741D

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

Quality: 18,342 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees  
[vanwijk's solution](#)

**989.**

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[vanwijk's solution](#)

**990.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwijk's solution](#)

**991.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[vanwijk's solution](#)

**992.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers  
[vanwijk's solution](#)

**993.**

1676G

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

Quality: 24,008 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[vanwijk's solution](#)

**994.**

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,773 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees  
[vanwijk's solution](#)

**995.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,120 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math  
[vanwijk's solution](#)

**996.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[vanwijk's solution](#)

**997.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, strings

[vanwijk's solution](#)

**998.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[vanwijk's solution](#)

**999.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[vanwijk's solution](#)

**1000.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[vanwijk's solution](#)

**1001.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,814 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[vanwijk's solution](#)

**1002.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[vanwijk's solution](#)

**1003.**

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[vanwijk's solution](#)

**1004.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[vanwijk's solution](#)

**1005.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[vanwijk's solution](#)

**1006.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[vanwijk's solution](#)

**1007.**

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1300 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[vanwijk's solution](#)

**1008.**

1556B

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

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

[vanwijk's solution](#)

**1009.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,421 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[vanwijk's solution](#)

**1010.**

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[vanwijk's solution](#)

**1011.**

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**1012.**

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[vanwijk's solution](#)

**1013.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[vanwijk's solution](#)

**1014.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[vanwijk's solution](#)

**1015.**

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[vanwijk's solution](#)

**1016.**

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[vanwijk's solution](#)

**1017.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[vanwijk's solution](#)

**1018.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,883 global accepts · Rating: 1300 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[vanwij's solution](#)

**1019.**

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,034 global accepts · Rating: 1300 · first AC: 2021-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities  
[vanwij's solution](#)

**1020.**

1294C

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

Quality: 46,285 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[vanwij's solution](#)

**1021.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,018 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[vanwij's solution](#)

**1022.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math  
[vanwij's solution](#)

**1023.**

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[vanwij's solution](#)

**1024.**

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[vanwij's solution](#)

**1025.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[vanwij's solution](#)

**1026.**

462B

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

Quality: 15,567 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[vanwij's solution](#)

**1027.**

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,112 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force  
[vanwij's solution](#)

**1028.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[vanwijk's solution](#)

**1029.**

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwijk's solution](#)

**1030.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,086 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[vanwijk's solution](#)

**1031.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[vanwijk's solution](#)

**1032.**

1217A

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

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[vanwijk's solution](#)

**1033.**

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[vanwijk's solution](#)

**1034.**

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings

[vanwijk's solution](#)

**1035.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[vanwijk's solution](#)

**1036.**

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[vanwijk's solution](#)

**1037.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[vanwijk's solution](#)

**1038.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[vanwijk's solution](#)

**1039.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math,

number theory, sortings

[vanwijk's solution](#)

### 1040.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[vanwijk's solution](#)

### 1041.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,278 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[vanwijk's solution](#)

### 1042.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwijk's solution](#)

### 1043.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[vanwijk's solution](#)

### 1044.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,533 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[vanwijk's solution](#)

### 1045.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[vanwijk's solution](#)

### 1046.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,501 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, sortings

[vanwijk's solution](#)

### 1047.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,889 global accepts · Rating: 1300 · first AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[vanwijk's solution](#)

### 1048.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,847 global accepts · Rating: 1300 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[vanwijk's solution](#)

### 1049.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,182 global accepts · Rating: 1300 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[vanwijk's solution](#)

## 1050.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,890 global accepts · Rating: 1300 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[vanwijk's solution](#)

## 1051.

1547D

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

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · last AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[vanwijk's solution](#)

## 1052.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,840 global accepts · Rating: 1300 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[vanwijk's solution](#)

## 1053.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[vanwijk's solution](#)

## 1054.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,239 global accepts · Rating: 1400 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[vanwijk's solution](#)

## 1055.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,556 global accepts · Rating: 1400 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[vanwijk's solution](#)

## 1056.

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[vanwijk's solution](#)

## 1057.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[vanwijk's solution](#)

## 1058.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[vanwijk's solution](#)

## 1059.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[vanwijk's solution](#)

**1060.**

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[vanwijk's solution](#)

**1061.**

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[vanwijk's solution](#)

**1062.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[vanwijk's solution](#)

**1063.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,261 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[vanwijk's solution](#)

**1064.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[vanwijk's solution](#)

**1065.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[vanwijk's solution](#)

**1066.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,272 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[vanwijk's solution](#)

**1067.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[vanwijk's solution](#)

**1068.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwijk's solution](#)

**1069.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[vanwijk's solution](#)

**1070.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[vanwijk's solution](#)

**1071.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy, implementation  
[vanwijk's solution](#)

**1072.**

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers  
[vanwijk's solution](#)

**1073.**

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
[vanwijk's solution](#)

**1074.**

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force  
[vanwijk's solution](#)

**1075.**

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math  
[vanwijk's solution](#)

**1076.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[vanwijk's solution](#)

**1077.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers  
[vanwijk's solution](#)

**1078.**

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees  
[vanwijk's solution](#)

**1079.**

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings  
[vanwijk's solution](#)

**1080.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[vanwijk's solution](#)

**1081.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[vanwijk's solution](#)

**1082.**

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[vanwijk's solution](#)

**1083.**

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[vanwijk's solution](#)

**1084.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[vanwijk's solution](#)

**1085.**

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**1086.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[vanwijk's solution](#)

**1087.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[vanwijk's solution](#)

**1088.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[vanwijk's solution](#)

**1089.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,455 global accepts · Rating: 1400 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[vanwijk's solution](#)

**1090.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,684 global accepts · Rating: 1400 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[vanwijk's solution](#)

**1091.**

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[vanwijk's solution](#)

**1092.**

1276A

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

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[vanwijk's solution](#)

**1093.**

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,062 global accepts · Rating: 1400 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[vanwijk's solution](#)

**1094.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy  
[vanwijk's solution](#)

**1095.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation  
[vanwijk's solution](#)

**1096.**

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, sortings  
[vanwijk's solution](#)

**1097.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search  
[vanwijk's solution](#)

**1098.**

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[vanwijk's solution](#)

**1099.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu  
[vanwijk's solution](#)

**1100.**

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy

[vanwijk's solution](#)

**1101.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[vanwijk's solution](#)

**1102.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,953 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vanwijk's solution](#)

**1103.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[vanwijk's solution](#)

**1104.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[vanwijk's solution](#)

**1105.**

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,725 global accepts · Rating: 1400 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[vanwijk's solution](#)

**1106.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,144 global accepts · Rating: 1400 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[vanwijk's solution](#)

**1107.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[vanwijk's solution](#)

**1108.**

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,361 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[vanwijk's solution](#)

**1109.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[vanwijk's solution](#)

**1110.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[vanwijk's solution](#)

**1111.**

1817A

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

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[vanwijk's solution](#)

**1112.**

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[vanwijk's solution](#)

**1113.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,761 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[vanwijk's solution](#)

**1114.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[vanwijk's solution](#)

**1115.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[vanwijk's solution](#)

**1116.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[vanwijk's solution](#)

**1117.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[vanwijk's solution](#)

**1118.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[vanwijk's solution](#)

**1119.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[vanwijk's solution](#)

**1120.**

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[vanwij's solution](#)

**1121.**

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[vanwij's solution](#)

**1122.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[vanwij's solution](#)

**1123.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[vanwij's solution](#)

**1124.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[vanwij's solution](#)

**1125.**

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, greedy, strings

[vanwij's solution](#)

**1126.**

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[vanwij's solution](#)

**1127.**

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[vanwij's solution](#)

**1128.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[vanwij's solution](#)

**1129.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[vanwij's solution](#)

**1130.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[vanwijk's solution](#)

**1131.**

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[vanwijk's solution](#)

**1132.**

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,660 global accepts · Rating: 1500 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[vanwijk's solution](#)

**1133.**

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[vanwijk's solution](#)

**1134.**

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[vanwijk's solution](#)

**1135.**

1569C

[Jury Meeting](#) · [Tutorial](#)

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

[vanwijk's solution](#)

**1136.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwijk's solution](#)

**1137.**

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[vanwijk's solution](#)

**1138.**

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

**1139.**

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2021-08-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[vanwijk's solution](#)

**1140.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[vanwijk's solution](#)

**1141.**

1486B

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

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[vanwij's solution](#)

**1142.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwij's solution](#)

**1143.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,497 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[vanwij's solution](#)

**1144.**

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[vanwij's solution](#)

**1145.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[vanwij's solution](#)

**1146.**

1506E

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

Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwij's solution](#)

**1147.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[vanwij's solution](#)

**1148.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[vanwij's solution](#)

**1149.**

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[vanwij's solution](#)

**1150.**

1409D

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

Quality: 21,392 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwij's solution](#)

**1151.**

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[vanwij's solution](#)

**1152.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,558 global accepts · Rating: 1500 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[vanwij's solution](#)

**1153.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[vanwij's solution](#)

**1154.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwij's solution](#)

**1155.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[vanwij's solution](#)

**1156.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[vanwij's solution](#)

**1157.**

1368B

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

Quality: 21,442 global accepts · Rating: 1500 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[vanwij's solution](#)

**1158.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,930 global accepts · Rating: 1500 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

[vanwij's solution](#)

**1159.**

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[vanwij's solution](#)

**1160.**

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwij's solution](#)

**1161.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,348 global accepts · Rating: 1500 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[vanwijk's solution](#)

**1162.**

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 1500 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[vanwijk's solution](#)

**1163.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, strings  
[vanwijk's solution](#)

**1164.**

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices  
[vanwijk's solution](#)

**1165.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings  
[vanwijk's solution](#)

**1166.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers  
[vanwijk's solution](#)

**1167.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[vanwijk's solution](#)

**1168.**

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings  
[vanwijk's solution](#)

**1169.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers  
[vanwijk's solution](#)

**1170.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,232 global accepts · Rating: 1500 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation  
[vanwijk's solution](#)

**1171.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math  
[vanwijk's solution](#)

**1172.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,479 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[vanwijk's solution](#)

**1173.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,993 global accepts · Rating: 1500 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[vanwijk's solution](#)

**1174.**

1546C

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

Rating: 1500 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[vanwijk's solution](#)

**1175.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers  
[vanwijk's solution](#)

**1176.**

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[vanwijk's solution](#)

**1177.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1178.**

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,623 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[vanwijk's solution](#)

**1179.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees  
[vanwijk's solution](#)

**1180.**

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers  
[vanwijk's solution](#)

**1181.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory  
[vanwijk's solution](#)

**1182.**

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[vanwijk's solution](#)

**1183.**

1498C

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

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp  
[vanwijk's solution](#)

**1184.**

1801A

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

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[vanwijk's solution](#)

**1185.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings  
[vanwijk's solution](#)

**1186.**

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[vanwijk's solution](#)

**1187.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[vanwijk's solution](#)

**1188.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[vanwijk's solution](#)

**1189.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers  
[vanwijk's solution](#)

**1190.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[vanwijk's solution](#)

**1191.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math,

number theory

[vanwij's solution](#)

**1192.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[vanwij's solution](#)

**1193.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation

[vanwij's solution](#)

**1194.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[vanwij's solution](#)

**1195.**

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[vanwij's solution](#)

**1196.**

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[vanwij's solution](#)

**1197.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[vanwij's solution](#)

**1198.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, trees

[vanwij's solution](#)

**1199.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[vanwij's solution](#)

**1200.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[vanwij's solution](#)

**1201.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force,

dp, math

[vanwij's solution](#)

**1202.**

1520F1

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

Quality: 14,395 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[vanwij's solution](#)

**1203.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[vanwij's solution](#)

**1204.**

1609D

[Social Network](#) · [Tutorial](#)

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

[vanwij's solution](#)

**1205.**

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[vanwij's solution](#)

**1206.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwij's solution](#)

**1207.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[vanwij's solution](#)

**1208.**

1582D

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

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

[vanwij's solution](#)

**1209.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[vanwij's solution](#)

**1210.**

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[vanwij's solution](#)

**1211.**

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[vanwijk's solution](#)

**1212.**

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[vanwijk's solution](#)

**1213.**

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[vanwijk's solution](#)

**1214.**

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[vanwijk's solution](#)

**1215.**

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwijk's solution](#)

**1216.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[vanwijk's solution](#)

**1217.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[vanwijk's solution](#)

**1218.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwijk's solution](#)

**1219.**

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[vanwijk's solution](#)

**1220.**

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,170 global accepts · Rating: 1600 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings

[vanwijk's solution](#)

**1221.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[vanwijk's solution](#)

**1222.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, number theory

[vanwijk's solution](#)

### 1223.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[vanwijk's solution](#)

### 1224.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2021-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

### 1225.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[vanwijk's solution](#)

### 1226.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,630 global accepts · Rating: 1600 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[vanwijk's solution](#)

### 1227.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwijk's solution](#)

### 1228.

1514C

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

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[vanwijk's solution](#)

### 1229.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[vanwijk's solution](#)

### 1230.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,986 global accepts · Rating: 1600 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[vanwijk's solution](#)

### 1231.

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1600 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[vanwijk's solution](#)

### 1232.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,640 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[vanwijk's solution](#)

**1233.**

1352G

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

Quality: 24,807 global accepts · Rating: 1600 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[vanwij's solution](#)

**1234.**

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[vanwij's solution](#)

**1235.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1600 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[vanwij's solution](#)

**1236.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-28 · last AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math  
[vanwij's solution](#)

**1237.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers  
[vanwij's solution](#)

**1238.**

377A

[Maze](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1600 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar  
[vanwij's solution](#)

**1239.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,782 global accepts · Rating: 1600 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees  
[vanwij's solution](#)

**1240.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[vanwij's solution](#)

**1241.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math  
[vanwij's solution](#)

**1242.**

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[vanwij's solution](#)

**1243.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,497 global accepts · Rating: 1700 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[vanwij's solution](#)

**1244.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[vanwij's solution](#)

**1245.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search

[vanwij's solution](#)

**1246.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[vanwij's solution](#)

**1247.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[vanwij's solution](#)

**1248.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[vanwij's solution](#)

**1249.**

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[vanwij's solution](#)

**1250.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[vanwij's solution](#)

**1251.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[vanwij's solution](#)

**1252.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[vanwij's solution](#)

**1253.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,503 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[vanwij's solution](#)

**1254.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[vanwij's solution](#)

**1255.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[vanwij's solution](#)

**1256.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[vanwij's solution](#)

**1257.**

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · last AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[vanwij's solution](#)

**1258.**

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[vanwij's solution](#)

**1259.**

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[vanwij's solution](#)

**1260.**

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[vanwij's solution](#)

**1261.**

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[vanwij's solution](#)

**1262.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy,

implementation, two pointers

[vanwij's solution](#)

**1263.**

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[vanwij's solution](#)

**1264.**

1658C

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

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[vanwij's solution](#)

**1265.**

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[vanwij's solution](#)

**1266.**

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[vanwij's solution](#)

**1267.**

1625C

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

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vanwij's solution](#)

**1268.**

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[vanwij's solution](#)

**1269.**

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[vanwij's solution](#)

**1270.**

1586C

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

Rating: 1700 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[vanwij's solution](#)

**1271.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[vanwij's solution](#)

**1272.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[vanwij's solution](#)

**1273.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[vanwijk's solution](#)

**1274.**

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[vanwijk's solution](#)

**1275.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[vanwijk's solution](#)

**1276.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[vanwijk's solution](#)

**1277.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[vanwijk's solution](#)

**1278.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[vanwijk's solution](#)

**1279.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[vanwijk's solution](#)

**1280.**

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[vanwijk's solution](#)

**1281.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[vanwijk's solution](#)

**1282.**

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2021-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[vanwijk's solution](#)

**1283.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[vanwijk's solution](#)

**1284.**

1114C

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

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[vanwijk's solution](#)

**1285.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[vanwijk's solution](#)

**1286.**

339D

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

Quality: 32,556 global accepts · Rating: 1700 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[vanwijk's solution](#)

**1287.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[vanwijk's solution](#)

**1288.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[vanwijk's solution](#)

**1289.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[vanwijk's solution](#)

**1290.**

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vanwijk's solution](#)

**1291.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vanwijk's solution](#)

**1292.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[vanwijk's solution](#)

**1293.**

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

[vanwij's solution](#)

**1294.**

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[vanwij's solution](#)

**1295.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[vanwij's solution](#)

**1296.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[vanwij's solution](#)

**1297.**

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,706 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[vanwij's solution](#)

**1298.**

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[vanwij's solution](#)

**1299.**

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[vanwij's solution](#)

**1300.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[vanwij's solution](#)

**1301.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[vanwij's solution](#)

**1302.**

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, hashing,

string suffix structures, strings

[vanwij's solution](#)

**1303.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[vanwij's solution](#)

**1304.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[vanwij's solution](#)

**1305.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[vanwij's solution](#)

**1306.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[vanwij's solution](#)

**1307.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[vanwij's solution](#)

**1308.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[vanwij's solution](#)

**1309.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[vanwij's solution](#)

**1310.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

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**1311.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,244 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[vanwij's solution](#)

**1312.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[vanwijk's solution](#)

**1313.**

1713D

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Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[vanwijk's solution](#)

**1314.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[vanwijk's solution](#)

**1315.**

1675F

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Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**1316.**

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

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**1317.**

220B

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

Quality: 12,890 global accepts · Rating: 1800 · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[vanwijk's solution](#)

**1318.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[vanwijk's solution](#)

**1319.**

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[vanwijk's solution](#)

**1320.**

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[vanwijk's solution](#)

**1321.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[vanwijk's solution](#)

**1322.**

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths  
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**1323.**

1582F1

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Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy  
[vanwijk's solution](#)

**1324.**

1586D

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Rating: 1800 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math  
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**1325.**

863D

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Quality: 3,814 global accepts · Rating: 1800 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation  
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**1326.**

448D

[Multiplication Table](#) · [Tutorial](#)

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[vanwijk's solution](#)

**1327.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[vanwijk's solution](#)

**1328.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle  
[vanwijk's solution](#)

**1329.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, implementation  
[vanwijk's solution](#)

**1330.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory  
[vanwijk's solution](#)

**1331.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[vanwijk's solution](#)

**1332.**

1556C

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

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

[vanwij's solution](#)

**1333.**

894B

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

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[vanwij's solution](#)

**1334.**

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[vanwij's solution](#)

**1335.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwij's solution](#)

**1336.**

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[vanwij's solution](#)

**1337.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-30 · last AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[vanwij's solution](#)

**1338.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[vanwij's solution](#)

**1339.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[vanwij's solution](#)

**1340.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

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**1341.**

1891D

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Quality: 4,558 global accepts · Rating: 1900 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[vanwij's solution](#)

**1342.**

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy, implementation

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**1343.**

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[vanwij's solution](#)

**1344.**

1928D

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Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[vanwij's solution](#)

**1345.**

1912D

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**1346.**

1912A

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Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[vanwij's solution](#)

**1347.**

1902E

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Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[vanwij's solution](#)

**1348.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[vanwij's solution](#)

**1349.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[vanwij's solution](#)

**1350.**

1092F

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

Quality: 10,846 global accepts · Rating: 1900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[vanwij's solution](#)

**1351.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[vanwij's solution](#)

**1352.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp,

greedy, sortings

[vanwij's solution](#)

**1353.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Quality: 1900 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[vanwij's solution](#)

**1354.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[vanwij's solution](#)

**1355.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[vanwij's solution](#)

**1356.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[vanwij's solution](#)

**1357.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[vanwij's solution](#)

**1358.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[vanwij's solution](#)

**1359.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[vanwij's solution](#)

**1360.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[vanwij's solution](#)

**1361.**

1738D

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

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[vanwij's solution](#)

**1362.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, greedy, trees

[vanwij's solution](#)

**1363.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[vanwij's solution](#)

**1364.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[vanwij's solution](#)

**1365.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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**1366.**

1508A

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

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**1367.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[vanwij's solution](#)

**1368.**

1478E

[Nezzar and Binary String](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-05-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[vanwij's solution](#)

**1369.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[vanwij's solution](#)

**1370.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[vanwij's solution](#)

**1371.**

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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**1372.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation, math, two pointers

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**1373.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[vanwij's solution](#)

**1374.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[vanwij's solution](#)

**1375.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[vanwij's solution](#)

**1376.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[vanwij's solution](#)

**1377.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[vanwij's solution](#)

**1378.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[vanwij's solution](#)

**1379.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[vanwij's solution](#)

**1380.**

1593D2

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Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[vanwij's solution](#)

**1381.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[vanwij's solution](#)

**1382.**

552C

[Vanya and Scales](#) · [Tutorial](#)

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

[vanwijk's solution](#)

**1383.**

1569D

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

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

[vanwijk's solution](#)

**1384.**

1561D2

[Up the Strip](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[vanwijk's solution](#)

**1385.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[vanwijk's solution](#)

**1386.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[vanwijk's solution](#)

**1387.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[vanwijk's solution](#)

**1388.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 1900 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[vanwijk's solution](#)

**1389.**

1546D

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

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[vanwijk's solution](#)

**1390.**

1543C

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

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

[vanwijk's solution](#)

**1391.**

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[vanwijk's solution](#)

**1392.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math,

number theory

[vanwijk's solution](#)

**1393.**

1976D

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

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[vanwijk's solution](#)

**1394.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, schedules

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**1395.**

958A2

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Quality: 1,058 global accepts · Rating: 2000 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[vanwijk's solution](#)

**1396.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[vanwijk's solution](#)

**1397.**

1830B

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

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[vanwijk's solution](#)

**1398.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

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**1399.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

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**1400.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, math

[vanwijk's solution](#)

**1401.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[vanwijk's solution](#)

**1402.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs

[vanwijk's solution](#)

**1403.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[vanwijk's solution](#)

**1404.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[vanwijk's solution](#)

**1405.**

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[vanwijk's solution](#)

**1406.**

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[vanwijk's solution](#)

**1407.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[vanwijk's solution](#)

**1408.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[vanwijk's solution](#)

**1409.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[vanwijk's solution](#)

**1410.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[vanwijk's solution](#)

**1411.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2021-10-12 · last AC: 2023-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vanwijk's solution](#)

**1412.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[vanwij's solution](#)

**1413.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation

[vanwij's solution](#)

**1414.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[vanwij's solution](#)

**1415.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[vanwij's solution](#)

**1416.**

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[vanwij's solution](#)

**1417.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2022-11-18 · C++17 (GCC 7-32) (first AC) · Tags: \*special, data structures

[vanwij's solution](#)

**1418.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,348 global accepts · Rating: 2000 · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[vanwij's solution](#)

**1419.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[vanwij's solution](#)

**1420.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[vanwij's solution](#)

**1421.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[vanwij's solution](#)

**1422.**

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[vanwij's solution](#)

**1423.**

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs  
[vanwijk's solution](#)

**1424.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[vanwijk's solution](#)

**1425.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory  
[vanwijk's solution](#)

**1426.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math  
[vanwijk's solution](#)

**1427.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers  
[vanwijk's solution](#)

**1428.**

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive  
[vanwijk's solution](#)

**1429.**

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings  
[vanwijk's solution](#)

**1430.**

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[vanwijk's solution](#)

**1431.**

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[vanwijk's solution](#)

**1432.**

1165F2

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

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation  
[vanwijk's solution](#)

**1433.**

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[vanwijk's solution](#)

**1434.**

1620D

[Exact Change · Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy  
[vanwijk's solution](#)

**1435.**

1613E

[Crazy Robot · Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[vanwijk's solution](#)

**1436.**

877E

[Danil and a Part-time Job · Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees  
[vanwijk's solution](#)

**1437.**

1610D

[Not Quite Lee · Tutorial](#)

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

**1438.**

1612E

[Messages · Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings  
[vanwijk's solution](#)

**1439.**

1408D

[Searchlights · Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers  
[vanwijk's solution](#)

**1440.**

696C

[PLEASE · Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices  
[vanwijk's solution](#)

**1441.**

1244C

[The Football Season · Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory  
[vanwijk's solution](#)

**1442.**

1451E1

[Bitwise Queries \(Easy Version\) · Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[vanwijk's solution](#)

**1443.**

1157F

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

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[vanwijk's solution](#)

**1444.**

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[vanwijk's solution](#)

**1445.**

1185E

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

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwijk's solution](#)

**1446.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[vanwijk's solution](#)

**1447.**

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[vanwijk's solution](#)

**1448.**

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[vanwijk's solution](#)

**1449.**

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[vanwijk's solution](#)

**1450.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwijk's solution](#)

**1451.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[vanwijk's solution](#)

**1452.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwijk's solution](#)

**1453.**

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[vanwij's solution](#)

**1454.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings  
[vanwij's solution](#)

**1455.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms  
[vanwij's solution](#)

**1456.**

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees  
[vanwij's solution](#)

**1457.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp  
[vanwij's solution](#)

**1458.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math  
[vanwij's solution](#)

**1459.**

1582E

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

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

**1460.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[vanwij's solution](#)

**1461.**

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees  
[vanwij's solution](#)

**1462.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation  
[vanwij's solution](#)

**1463.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[vanwij's solution](#)

**1464.**

1567D

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

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

[vanwij's solution](#)

**1465.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwij's solution](#)

**1466.**

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[vanwij's solution](#)

**1467.**

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[vanwij's solution](#)

**1468.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[vanwij's solution](#)

**1469.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[vanwij's solution](#)

**1470.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[vanwij's solution](#)

**1471.**

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, strings

[vanwij's solution](#)

**1472.**

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[vanwij's solution](#)

**1473.**

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[vanwijk's solution](#)

**1474.**

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[vanwijk's solution](#)

**1475.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp  
[vanwijk's solution](#)

**1476.**

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,709 global accepts · Rating: 2100 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers  
[vanwijk's solution](#)

**1477.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy  
[vanwijk's solution](#)

**1478.**

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation  
[vanwijk's solution](#)

**1479.**

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings  
[vanwijk's solution](#)

**1480.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings  
[vanwijk's solution](#)

**1481.**

1778D

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

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[vanwijk's solution](#)

**1482.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[vanwijk's solution](#)

**1483.**

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[vanwijk's solution](#)

**1484.**

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[vanwijk's solution](#)

**1485.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[vanwijk's solution](#)

**1486.**

1771D

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

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[vanwijk's solution](#)

**1487.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[vanwijk's solution](#)

**1488.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[vanwijk's solution](#)

**1489.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[vanwijk's solution](#)

**1490.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[vanwijk's solution](#)

**1491.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[vanwijk's solution](#)

**1492.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[vanwijk's solution](#)

**1493.**

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, number theory  
[vanwij's solution](#)

**1494.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[vanwij's solution](#)

**1495.**

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees  
[vanwij's solution](#)

**1496.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math  
[vanwij's solution](#)

**1497.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[vanwij's solution](#)

**1498.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees  
[vanwij's solution](#)

**1499.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings  
[vanwij's solution](#)

**1500.**

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[vanwij's solution](#)

**1501.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths  
[vanwij's solution](#)

**1502.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation, matrices, strings  
[vanwij's solution](#)

**1503.**

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[vanwijk's solution](#)

**1504.**

1213F

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

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2021-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[vanwijk's solution](#)

**1505.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[vanwijk's solution](#)

**1506.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[vanwijk's solution](#)

**1507.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[vanwijk's solution](#)

**1508.**

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[vanwijk's solution](#)

**1509.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[vanwijk's solution](#)

**1510.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[vanwijk's solution](#)

**1511.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[vanwijk's solution](#)

**1512.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[vanwijk's solution](#)

**1513.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[vanwijk's solution](#)

**1514.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[vanwijk's solution](#)

**1515.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1516.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[vanwijk's solution](#)

**1517.**

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[vanwijk's solution](#)

**1518.**

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-06-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[vanwijk's solution](#)

**1519.**

1972D2

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

Rating: 2200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[vanwijk's solution](#)

**1520.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[vanwijk's solution](#)

**1521.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[vanwijk's solution](#)

**1522.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[vanwijk's solution](#)

**1523.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[vanwijk's solution](#)

**1524.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[vanwijk's solution](#)

**1525.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[vanwijk's solution](#)

**1526.**

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[vanwijk's solution](#)

**1527.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[vanwijk's solution](#)

**1528.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[vanwijk's solution](#)

**1529.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-01-19 · last AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[vanwijk's solution](#)

**1530.**

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[vanwijk's solution](#)

**1531.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[vanwijk's solution](#)

**1532.**

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[vanwijk's solution](#)

**1533.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[vanwijk's solution](#)

**1534.**

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[vanwijk's solution](#)

**1535.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[vanwijk's solution](#)

**1536.**

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[vanwijk's solution](#)

**1537.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[vanwijk's solution](#)

**1538.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[vanwijk's solution](#)

**1539.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[vanwijk's solution](#)

**1540.**

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[vanwijk's solution](#)

**1541.**

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation

[vanwijk's solution](#)

**1542.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers  
[vanwij's solution](#)

**1543.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers  
[vanwij's solution](#)

**1544.**

1498D

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

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2022-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation  
[vanwij's solution](#)

**1545.**

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[vanwij's solution](#)

**1546.**

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive  
[vanwij's solution](#)

**1547.**

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-25 · last AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math  
[vanwij's solution](#)

**1548.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees  
[vanwij's solution](#)

**1549.**

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings  
[vanwij's solution](#)

**1550.**

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings  
[vanwij's solution](#)

**1551.**

1384B2

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

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[vanwij's solution](#)

**1552.**

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[vanwij's solution](#)

**1553.**

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[vanwij's solution](#)

**1554.**

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[vanwij's solution](#)

**1555.**

1400E

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

Quality: 6,311 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[vanwij's solution](#)

**1556.**

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[vanwij's solution](#)

**1557.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[vanwij's solution](#)

**1558.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[vanwij's solution](#)

**1559.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[vanwij's solution](#)

**1560.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-10-19 · last AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[vanwij's solution](#)

**1561.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[vanwij's solution](#)

**1562.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[vanwij's solution](#)

**1563.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[vanwij's solution](#)

**1564.**

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings

[vanwij's solution](#)

**1565.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[vanwij's solution](#)

**1566.**

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[vanwij's solution](#)

**1567.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwij's solution](#)

**1568.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[vanwij's solution](#)

**1569.**

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, matrices

[vanwij's solution](#)

**1570.**

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[vanwij's solution](#)

**1571.**

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[vanwij's solution](#)

**1572.**

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[vanwijk's solution](#)

**1573.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[vanwijk's solution](#)

**1574.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[vanwijk's solution](#)

**1575.**

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, implementation

[vanwijk's solution](#)

**1576.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[vanwijk's solution](#)

**1577.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[vanwijk's solution](#)

**1578.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2300 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[vanwijk's solution](#)

**1579.**

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[vanwijk's solution](#)

**1580.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[vanwijk's solution](#)

**1581.**

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy

[vanwijk's solution](#)

**1582.**

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[vanwijk's solution](#)

**1583.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[vanwijk's solution](#)

**1584.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[vanwijk's solution](#)

**1585.**

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[vanwijk's solution](#)

**1586.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-01-11 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[vanwijk's solution](#)

**1587.**

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,443 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[vanwijk's solution](#)

**1588.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[vanwijk's solution](#)

**1589.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[vanwijk's solution](#)

**1590.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[vanwijk's solution](#)

**1591.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[vanwijk's solution](#)

**1592.**

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, probabilities

[vanwijk's solution](#)

**1593.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[vanwijk's solution](#)

**1594.**

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[vanwijk's solution](#)

**1595.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[vanwijk's solution](#)

**1596.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[vanwijk's solution](#)

**1597.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-05-16 · last AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[vanwijk's solution](#)

**1598.**

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vanwijk's solution](#)

**1599.**

677D

[Vanya and Treasure](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2300 · first AC: 2022-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[vanwijk's solution](#)

**1600.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[vanwijk's solution](#)

**1601.**

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, math

[vanwijk's solution](#)

**1602.**

1228E

[Another Filling the Grid · Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[vanwijk's solution](#)**1603.**

1628C

[Grid Xor · Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[vanwijk's solution](#)**1604.**

1453E

[Dog Snacks · Tutorial](#)

Quality: 2,226 global accepts · Rating: 2300 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[vanwijk's solution](#)**1605.**

1625D

[Binary Spiders · Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[vanwijk's solution](#)**1606.**

1042E

[Vasya and Magic Matrix · Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[vanwijk's solution](#)**1607.**

1070J

[Streets and Avenues in Berhattan · Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2022-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[vanwijk's solution](#)**1608.**

1553F

[Pairwise Modulo · Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[vanwijk's solution](#)**1609.**

1244F

[Chips · Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[vanwijk's solution](#)**1610.**

1621E

[New School · Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[vanwijk's solution](#)**1611.**

1236D

[Alice and the Doll · Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[vanwijk's solution](#)

**1612.**

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[vanwijk's solution](#)

**1613.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[vanwijk's solution](#)

**1614.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[vanwijk's solution](#)

**1615.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[vanwijk's solution](#)

**1616.**

877F

[Ann and Books](#) · [Tutorial](#)

Quality: 2,334 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, hashing

[vanwijk's solution](#)

**1617.**

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[vanwijk's solution](#)

**1618.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[vanwijk's solution](#)

**1619.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[vanwijk's solution](#)

**1620.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[vanwijk's solution](#)

**1621.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[vanwijk's solution](#)

**1622.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1623.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1624.**

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive  
[vanwijk's solution](#)

**1625.**

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[vanwijk's solution](#)

**1626.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees  
[vanwijk's solution](#)

**1627.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy  
[vanwijk's solution](#)

**1628.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices  
[vanwijk's solution](#)

**1629.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees  
[vanwijk's solution](#)

**1630.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[vanwijk's solution](#)

**1631.**

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory  
[vanwijk's solution](#)

**1632.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[vanwij's solution](#)

**1633.**

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[vanwij's solution](#)

**1634.**

160E

[Buses and People](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[vanwij's solution](#)

**1635.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[vanwij's solution](#)

**1636.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-06-09 · last AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[vanwij's solution](#)

**1637.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[vanwij's solution](#)

**1638.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[vanwij's solution](#)

**1639.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[vanwij's solution](#)

**1640.**

699E

[LRU](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[vanwij's solution](#)

**1641.**

312D

[Cats Transport](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[vanwij's solution](#)

**1642.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[vanwij's solution](#)

**1643.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2023-04-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[vanwij's solution](#)

**1644.**

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[vanwij's solution](#)

**1645.**

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[vanwij's solution](#)

**1646.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[vanwij's solution](#)

**1647.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2023-03-03 · last AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[vanwij's solution](#)

**1648.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[vanwij's solution](#)

**1649.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[vanwij's solution](#)

**1650.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[vanwij's solution](#)

**1651.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[vanwij's solution](#)

**1652.**

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[vanwijk's solution](#)

**1653.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[vanwijk's solution](#)

**1654.**

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2023-01-04 · last AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[vanwijk's solution](#)

**1655.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[vanwijk's solution](#)

**1656.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[vanwijk's solution](#)

**1657.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2022-11-23 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[vanwijk's solution](#)

**1658.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[vanwijk's solution](#)

**1659.**

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[vanwijk's solution](#)

**1660.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[vanwijk's solution](#)

**1661.**

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[vanwijk's solution](#)

**1662.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math  
[vanwijk's solution](#)

**1663.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-09-06 · last AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory  
[vanwijk's solution](#)

**1664.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-18 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers  
[vanwijk's solution](#)

**1665.**

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings  
[vanwijk's solution](#)

**1666.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers  
[vanwijk's solution](#)

**1667.**

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2022-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[vanwijk's solution](#)

**1668.**

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings  
[vanwijk's solution](#)

**1669.**

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math  
[vanwijk's solution](#)

**1670.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs  
[vanwijk's solution](#)

**1671.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-02-14 · last AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities  
[vanwijk's solution](#)

**1672.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[vanwij's solution](#)

**1673.**

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2022-02-08 · last AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[vanwij's solution](#)

**1674.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[vanwij's solution](#)

**1675.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[vanwij's solution](#)

**1676.**

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[vanwij's solution](#)

**1677.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-01-09 · last AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[vanwij's solution](#)

**1678.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[vanwij's solution](#)

**1679.**

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[vanwij's solution](#)

**1680.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[vanwij's solution](#)

**1681.**

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[vanwij's solution](#)

**1682.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[vanwij's solution](#)

**1683.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[vanwij's solution](#)

**1684.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,841 global accepts · Rating: 2400 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[vanwij's solution](#)

**1685.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[vanwij's solution](#)

**1686.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[vanwij's solution](#)

**1687.**

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[vanwij's solution](#)

**1688.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[vanwij's solution](#)

**1689.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[vanwij's solution](#)

**1690.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[vanwij's solution](#)

**1691.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[vanwijk's solution](#)

**1692.**

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[vanwijk's solution](#)

**1693.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[vanwijk's solution](#)

**1694.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, games, graphs, math

[vanwijk's solution](#)

**1695.**

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-04-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[vanwijk's solution](#)

**1696.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[vanwijk's solution](#)

**1697.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[vanwijk's solution](#)

**1698.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[vanwijk's solution](#)

**1699.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[vanwijk's solution](#)

**1700.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[vanwijk's solution](#)

**1701.**

1788F

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

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[vanwij's solution](#)

### 1702.

1778E

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

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[vanwij's solution](#)

### 1703.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[vanwij's solution](#)

### 1704.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[vanwij's solution](#)

### 1705.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[vanwij's solution](#)

### 1706.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[vanwij's solution](#)

### 1707.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[vanwij's solution](#)

### 1708.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2022-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[vanwij's solution](#)

### 1709.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[vanwij's solution](#)

### 1710.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[vanwij's solution](#)

### 1711.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[vanwijk's solution](#)

**1712.**

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[vanwijk's solution](#)

**1713.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[vanwijk's solution](#)

**1714.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[vanwijk's solution](#)

**1715.**

1492E

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

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[vanwijk's solution](#)

**1716.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[vanwijk's solution](#)

**1717.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[vanwijk's solution](#)

**1718.**

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[vanwijk's solution](#)

**1719.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[vanwijk's solution](#)

**1720.**

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[vanwijk's solution](#)

**1721.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[vanwijk's solution](#)

### 1722.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[vanwijk's solution](#)

### 1723.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[vanwijk's solution](#)

### 1724.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[vanwijk's solution](#)

### 1725.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures

[vanwijk's solution](#)

### 1726.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[vanwijk's solution](#)

### 1727.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[vanwijk's solution](#)

### 1728.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[vanwijk's solution](#)

### 1729.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[vanwijk's solution](#)

### 1730.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[vanwijk's solution](#)

### 1731.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[vanwijk's solution](#)

### 1732.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[vanwijk's solution](#)

### 1733.

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-01-10 · last AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp

[vanwijk's solution](#)

### 1734.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[vanwijk's solution](#)

### 1735.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[vanwijk's solution](#)

### 1736.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[vanwijk's solution](#)

### 1737.

1916H2

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

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[vanwijk's solution](#)

### 1738.

1916H1

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

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[vanwijk's solution](#)

### 1739.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[vanwijk's solution](#)

### 1740.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[vanwijk's solution](#)

### 1741.

1567F

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

Quality: 880 global accepts · Rating: 2700 · first AC: 2023-07-10 · last AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat,

constructive algorithms, dfs and similar, dsu, graphs, implementation

[vanwij's solution](#)

**1742.**

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2023-07-07 · last AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[vanwij's solution](#)

**1743.**

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[vanwij's solution](#)

**1744.**

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[vanwij's solution](#)

**1745.**

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[vanwij's solution](#)

**1746.**

1621F

[Strange Instructions](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2023-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[vanwij's solution](#)

**1747.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[vanwij's solution](#)

**1748.**

932F

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

Quality: 4,118 global accepts · Rating: 2700 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[vanwij's solution](#)

**1749.**

1573E

[Paint](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[vanwij's solution](#)

**1750.**

713D

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

Quality: 1,359 global accepts · Rating: 2700 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[vanwij's solution](#)

**1751.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[vanwij's solution](#)

**1752.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[vanwijk's solution](#)

**1753.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2021-10-07 · last AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[vanwijk's solution](#)

**1754.**

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory  
[vanwijk's solution](#)

**1755.**

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[vanwijk's solution](#)

**1756.**

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[vanwijk's solution](#)

**1757.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers  
[vanwijk's solution](#)

**1758.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths  
[vanwijk's solution](#)

**1759.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees  
[vanwijk's solution](#)

**1760.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy  
[vanwijk's solution](#)

**1761.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, trees  
[vanwijk's solution](#)

**1762.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-01-12 · last AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[vanwijk's solution](#)

**1763.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[vanwijk's solution](#)

**1764.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[vanwijk's solution](#)

**1765.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[vanwijk's solution](#)

**1766.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-06 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[vanwijk's solution](#)

**1767.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[vanwijk's solution](#)

**1768.**

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[vanwijk's solution](#)

**1769.**

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[vanwijk's solution](#)

**1770.**

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry

[vanwijk's solution](#)

**1771.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[vanwijk's solution](#)

**1772.**

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2022-11-29 · last AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[vanwijk's solution](#)

**1773.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy

[vanwijk's solution](#)

**1774.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[vanwijk's solution](#)

**1775.**

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, sortings

[vanwijk's solution](#)

**1776.**

106189K

[Factorials](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vanwijk's solution](#)

**1777.**

106189L

[Bitwise operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vanwijk's solution](#)

**1778.**

106189M

[Memory Manager](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vanwijk's solution](#)

**1779.**

106189A

[Wallpaper](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[vanwijk's solution](#)

**1780.**

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1781.**

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1782.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1783.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1784.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1785.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1786.**

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1787.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1788.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —  
[vanwijk's solution](#)

**1789.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · PyPy 3-64 (first AC) · Tags: —  
[vanwijk's solution](#)

**1790.**

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1791.**

103990B

[Balanced Seesaw Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1792.**

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —  
[vanwijk's solution](#)

**1793.**

103990D

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

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1794.**

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1795.**

103990F

[Finalists](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1796.**

103990H

[Heximal](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · PyPy 3-64 (first AC) · Tags: —

[vanwijk's solution](#)

**1797.**

103990C

[Correct](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1798.**

105383C

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1799.**

105383E

[Efficient Slabstones Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1800.**

105383F

[Fibonacci Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1801.**

105383D

[Disbursement on Quarantine Policy](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1802.**

105383I

[In Search of the Lost Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1803.**

105383B

[Business Magic](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1804.**

105383J

[Just Round Down](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1805.**

105383A

[Animal Farm](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1806.**

105383K

[Kingdom's Development Plan](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1807.**

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, expression parsing, number theory

[vanwijk's solution](#)

**1808.**

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, geometry

[vanwijk's solution](#)

**1809.**

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, geometry

[vanwijk's solution](#)

**1810.**

2095B

[Plinko](#) · [Tutorial](#)

Quality: 6,001 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, games, interactive

[vanwijk's solution](#)

**1811.**

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, string suffix structures

[vanwijk's solution](#)

**1812.**

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1813.**

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1814.**

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1815.**

104849F

[Make a Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1816.**

104849E

[Incredibly Cute Penguin Chicks](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1817.**

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1818.**

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1819.**

105143J

[Gensokyo Autobahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-28 · last AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1820.**

105143G

[Pack](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1821.**

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1822.**

105143C

[TreeBag and LIS](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1823.**

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · last AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1824.**

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1825.**

105143F

[Custom-Made Clothes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1826.**

105143B

[Countless Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1827.**

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1828.**

105143I

[Cyclic Apple Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1829.**

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-21 · last AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1830.**

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1831.**

102920E

[Imprecise Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1832.**

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1833.**

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1834.**

102920C

[Dessert Café](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1835.**

102920J

[Switches](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1836.**

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1837.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special, binary search, dfs and similar, math

[vanwijk's solution](#)

**1838.**

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force

[vanwijk's solution](#)

**1839.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[vanwijk's solution](#)

**1840.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[vanwijk's solution](#)

**1841.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[vanwijk's solution](#)

**1842.**

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · last AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1843.**

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1844.**

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1845.**

102001J

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

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1846.**

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1847.**

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1848.**

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1849.**

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1850.**

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1851.**

103371C

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

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1852.**

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1853.**

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1854.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1855.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1856.**

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · last AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1857.**

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: — · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[vanwijk's solution](#)

**1858.**

100589A

[Queries on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[vanwijk's solution](#)

**1859.**

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-26 · last AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1860.**

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1861.**

102638C

[Anime](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1862.**

103806D

[Sumas](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1863.**

103806C

[Teatro](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

**1864.**

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[vanwijk's solution](#)

**1865.**

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[vanwijk's solution](#)

**1866.**

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[vanwijk's solution](#)

**1867.**

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[vanwijk's solution](#)

**1868.**

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[vanwijk's solution](#)

**1869.**

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[vanwijk's solution](#)

**1870.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, divide and conquer,

implementation, math

[vanwijk's solution](#)

### 1871.

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, math

[vanwijk's solution](#)

### 1872.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, expression parsing, trees

[vanwijk's solution](#)

### 1873.

102644E

[Knight Paths · Tutorial](#)

Rating: — · first AC: 2021-09-11 · last AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

### 1874.

102644F

[Min Path · Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[vanwijk's solution](#)

### 1875.

102644D

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### 1876.

102644C

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### 1877.

102644B

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### 1878.

102644A

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