

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

<https://cfelitetracker.vercel.app>

Unique solved — votrannhocvy

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

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

Filters: none

Count: 701

1.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[votrannhocvy's solution](#)
2.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,328 global accepts · Rating: 800 · first AC: 2025-12-03 · FPC (first AC) · Tags: implementation

[votrannhocvy's solution](#)
3.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,262 global accepts · Rating: 800 · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[votrannhocvy's solution](#)
4.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,561 global accepts · Rating: 800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[votrannhocvy's solution](#)
5.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings

[votrannhocvy's solution](#)
6.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[votrannhocvy's solution](#)
7.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[votrannhocvy's solution](#)
8.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[votrannhocvy's solution](#)
9.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[votrannhocvy's solution](#)

10.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

11.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[votrannhocvy's solution](#)

12.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[votrannhocvy's solution](#)

13.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[votrannhocvy's solution](#)

14.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[votrannhocvy's solution](#)

15.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[votrannhocvy's solution](#)

16.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

17.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,029 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[votrannhocvy's solution](#)

18.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

[votrannhocvy's solution](#)

19.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,960 global accepts · Rating: 800 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[votrannhocvy's solution](#)

20.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[votrannhocvy's solution](#)

21.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[votrannhocvy's solution](#)

22.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,944 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[votrannhocvy's solution](#)

23.

1855A

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

Quality: 29,930 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[votrannhocvy's solution](#)

24.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[votrannhocvy's solution](#)

25.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[votrannhocvy's solution](#)

26.

1851A

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

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[votrannhocvy's solution](#)

27.

266B

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

Quality: 166,108 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[votrannhocvy's solution](#)

28.

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[votrannhocvy's solution](#)

29.

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[votrannhocvy's solution](#)

30.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,217 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[votrannhocvy's solution](#)

31.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[votrannhocvy's solution](#)

32.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[votrannhocvy's solution](#)

33.

1549B

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

Quality: 26,831 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[votrannhocvy's solution](#)

34.

1843C

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

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, trees

[votrannhocvy's solution](#)

35.

1846B

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

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[votrannhocvy's solution](#)

36.

1846A

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

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[votrannhocvy's solution](#)

37.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,674 global accepts · Rating: 800 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[votrannhocvy's solution](#)

38.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[votrannhocvy's solution](#)

39.

1843A

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

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[votrannhocvy's solution](#)

40.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[votrannhocvy's solution](#)

41.

1825A

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

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[votranngocvy's solution](#)

42.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,335 global accepts · Rating: 800 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[votranngocvy's solution](#)

43.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[votranngocvy's solution](#)

44.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,739 global accepts · Rating: 800 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votranngocvy's solution](#)

45.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,343 global accepts · Rating: 800 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[votranngocvy's solution](#)

46.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,707 global accepts · Rating: 800 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[votranngocvy's solution](#)

47.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,070 global accepts · Rating: 800 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votranngocvy's solution](#)

48.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation

[votranngocvy's solution](#)

49.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: strings

[votranngocvy's solution](#)

50.

1594A

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

Quality: 27,121 global accepts · Rating: 800 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[votranngocvy's solution](#)

51.

1611B

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

Quality: 31,919 global accepts · Rating: 800 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[votranngocvy's solution](#)

52.

1837A

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

Quality: 54,858 global accepts · Rating: 800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[votrannhocvy's solution](#)

53.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,839 global accepts · Rating: 800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[votrannhocvy's solution](#)

54.

1833C

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

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[votrannhocvy's solution](#)

55.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[votrannhocvy's solution](#)

56.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math
[votrannhocvy's solution](#)

57.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,611 global accepts · Rating: 800 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[votrannhocvy's solution](#)

58.

1409A

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

Quality: 80,434 global accepts · Rating: 800 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[votrannhocvy's solution](#)

59.

1154A

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

Quality: 87,077 global accepts · Rating: 800 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[votrannhocvy's solution](#)

60.

723A

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

Quality: 100,731 global accepts · Rating: 800 · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[votrannhocvy's solution](#)

61.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,847 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[votrannhocvy's solution](#)

62.

1352A

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

Quality: 104,151 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[votrannhocvy's solution](#)

63.

581A

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

Quality: 84,971 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[votrannhocvy's solution](#)

64.

750A

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

Quality: 92,566 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[votrannhocvy's solution](#)

65.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[votrannhocvy's solution](#)

66.

155A

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

Quality: 93,678 global accepts · Rating: 800 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[votrannhocvy's solution](#)

67.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[votrannhocvy's solution](#)

68.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,947 global accepts · Rating: 800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[votrannhocvy's solution](#)

69.

1335A

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

Quality: 104,813 global accepts · Rating: 800 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: math
[votrannhocvy's solution](#)

70.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,414 global accepts · Rating: 800 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings
[votrannhocvy's solution](#)

71.

785A

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

Quality: 110,973 global accepts · Rating: 800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[votrannhocvy's solution](#)

72.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,389 global accepts · Rating: 800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[votrannhocvy's solution](#)

73.

268A

[Games](#) · [Tutorial](#)

Quality: 104,227 global accepts · Rating: 800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[votrannhocvy's solution](#)

74.

443A

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

Quality: 112,082 global accepts · Rating: 800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[votrannogcvy's solution](#)

75.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,553 global accepts · Rating: 800 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[votrannogcvy's solution](#)

76.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,418 global accepts · Rating: 800 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[votrannogcvy's solution](#)

77.

1328A

[Divisibility Problem](#) · [Tutorial](#)

Quality: 131,929 global accepts · Rating: 800 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[votrannogcvy's solution](#)

78.

144A

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

Quality: 121,436 global accepts · Rating: 800 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannogcvy's solution](#)

79.

469A

[IWanna Be the Guy](#) · [Tutorial](#)

Quality: 121,224 global accepts · Rating: 800 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[votrannogcvy's solution](#)

80.

228A

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

Quality: 139,835 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannogcvy's solution](#)

81.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,123 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannogcvy's solution](#)

82.

61A

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

Quality: 136,229 global accepts · Rating: 800 · first AC: 2023-02-08 · FPC (first AC) · Tags: implementation

[votrannogcvy's solution](#)

83.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,444 global accepts · Rating: 800 · first AC: 2023-02-08 · FPC (first AC) · Tags: implementation, math

[votrannogcvy's solution](#)

84.

486A

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

Quality: 154,170 global accepts · Rating: 800 · first AC: 2023-02-08 · FPC (first AC) · Tags: implementation, math

[votrannhocvy's solution](#)

85.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,364 global accepts · Rating: 800 · first AC: 2023-02-08 · FPC (first AC) · Tags: implementation

[votrannhocvy's solution](#)

86.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,558 global accepts · Rating: 800 · first AC: 2023-02-08 · FPC (first AC) · Tags: implementation

[votrannhocvy's solution](#)

87.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-02-08 · FPC (first AC) · Tags: implementation

[votrannhocvy's solution](#)

88.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,064 global accepts · Rating: 800 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[votrannhocvy's solution](#)

89.

1650A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[votrannhocvy's solution](#)

90.

965A

[Paper Airplanes](#) · [Tutorial](#)

Quality: 10,356 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[votrannhocvy's solution](#)

91.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[votrannhocvy's solution](#)

92.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[votrannhocvy's solution](#)

93.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[votrannhocvy's solution](#)

94.

1791C

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

Quality: 74,209 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[votrannhocvy's solution](#)

95.

1791B

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

Quality: 52,665 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[votranngocvy's solution](#)

96.

1791A

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

Quality: 80,639 global accepts · Rating: 800 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[votranngocvy's solution](#)

97.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[votranngocvy's solution](#)

98.

1283A

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

Quality: 61,304 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[votranngocvy's solution](#)

99.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,098 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[votranngocvy's solution](#)

100.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,105 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[votranngocvy's solution](#)

101.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[votranngocvy's solution](#)

102.

1619B

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[votranngocvy's solution](#)

103.

1754B

[Kevin and Permutation](#) · [Tutorial](#)

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[votranngocvy's solution](#)

104.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[votranngocvy's solution](#)

105.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[votranngocvy's solution](#)

106.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[votrannhocvy's solution](#)

107.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[votrannhocvy's solution](#)

108.

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,905 global accepts · Rating: 800 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[votrannhocvy's solution](#)

109.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[votrannhocvy's solution](#)

110.

1030A

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

Quality: 171,496 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

111.

467A

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

Quality: 155,972 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

112.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,673 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

113.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,770 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[votrannhocvy's solution](#)

114.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,492 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[votrannhocvy's solution](#)

115.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,572 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[votrannhocvy's solution](#)

116.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,579 global accepts · Rating: 800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

117.

110A

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

Quality: 199,536 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

118.

977A

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

Quality: 217,535 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

119.

59A

[Word](#) · [Tutorial](#)

Quality: 227,985 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[votrannhocvy's solution](#)

120.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,192 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: math

[votrannhocvy's solution](#)

121.

546A

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

Quality: 235,255 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[votrannhocvy's solution](#)

122.

791A

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

Quality: 257,288 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

123.

266A

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

Quality: 244,622 global accepts · Rating: 800 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

124.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-16 · FPC (first AC) · Tags: greedy, implementation

[votrannhocvy's solution](#)

125.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,101 global accepts · Rating: 800 · first AC: 2022-06-10 · FPC (first AC) · Tags: brute force, implementation, strings

[votrannhocvy's solution](#)

126.

281A

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

Quality: 271,044 global accepts · Rating: 800 · first AC: 2022-06-10 · FPC (first AC) · Tags: implementation, strings

[votrannhocvy's solution](#)

127.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,422 global accepts · Rating: 800 · first AC: 2022-02-25 · FPC (first AC) · Tags: greedy, implementation, sortings, strings

[votrannhocvy's solution](#)

128.

112A

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

Quality: 287,310 global accepts · Rating: 800 · first AC: 2022-02-25 · FPC (first AC) · Tags: implementation, strings

[votrannocvy's solution](#)

129.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,070 global accepts · Rating: 800 · first AC: 2022-02-25 · FPC (first AC) · Tags: implementation

[votrannocvy's solution](#)

130.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,373 global accepts · Rating: 800 · first AC: 2022-02-25 · FPC (first AC) · Tags: implementation

[votrannocvy's solution](#)

131.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,788 global accepts · Rating: 800 · first AC: 2022-02-25 · FPC (first AC) · Tags: greedy, math

[votrannocvy's solution](#)

132.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,543 global accepts · Rating: 800 · first AC: 2022-02-25 · FPC (first AC) · Tags: *special, implementation

[votrannocvy's solution](#)

133.

231A

[Team](#) · [Tutorial](#)

Quality: 430,354 global accepts · Rating: 800 · first AC: 2022-02-25 · FPC (first AC) · Tags: brute force, greedy

[votrannocvy's solution](#)

134.

71A

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

Quality: 503,366 global accepts · Rating: 800 · first AC: 2022-02-25 · FPC (first AC) · Tags: strings

[votrannocvy's solution](#)

135.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,015 global accepts · Rating: 800 · first AC: 2022-02-25 · FPC (first AC) · Tags: brute force, math

[votrannocvy's solution](#)

136.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[votrannocvy's solution](#)

137.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[votrannocvy's solution](#)

138.

1855B

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

Quality: 44,948 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[votrannocvy's solution](#)

139.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,835 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation,

sortings

[votrannhocvy's solution](#)

140.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[votrannhocvy's solution](#)

141.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[votrannhocvy's solution](#)

142.

1057A

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

Quality: 7,470 global accepts · Rating: 900 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, trees

[votrannhocvy's solution](#)

143.

115A

[Party](#) · [Tutorial](#)

Quality: 43,364 global accepts · Rating: 900 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[votrannhocvy's solution](#)

144.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[votrannhocvy's solution](#)

145.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,323 global accepts · Rating: 900 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[votrannhocvy's solution](#)

146.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[votrannhocvy's solution](#)

147.

1833B

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

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[votrannhocvy's solution](#)

148.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

149.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,922 global accepts · Rating: 900 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[votrannhocvy's solution](#)

150.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,079 global accepts · Rating: 900 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: strings

[votrannhocvy's solution](#)

151.

580A

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

Quality: 104,707 global accepts · Rating: 900 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[votrannhocvy's solution](#)

152.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,500 global accepts · Rating: 900 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[votrannhocvy's solution](#)

153.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2023-02-09 · FPC (first AC) · Tags: greedy, math, sortings

[votrannhocvy's solution](#)

154.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2023-02-08 · FPC (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[votrannhocvy's solution](#)

155.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,023 global accepts · Rating: 900 · first AC: 2023-02-08 · FPC (first AC) · Tags: implementation

[votrannhocvy's solution](#)

156.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,135 global accepts · Rating: 900 · first AC: 2023-02-08 · FPC (first AC) · Tags: math

[votrannhocvy's solution](#)

157.

1593B

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

Quality: 40,658 global accepts · Rating: 900 · first AC: 2023-02-08 · FPC (first AC) · Tags: dfs and similar, dp, greedy, math

[votrannhocvy's solution](#)

158.

1204B

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

Quality: 18,329 global accepts · Rating: 900 · first AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[votrannhocvy's solution](#)

159.

879A

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

Quality: 9,575 global accepts · Rating: 900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

160.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,564 global accepts · Rating: 900 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[votrannhocvy's solution](#)

161.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,759 global accepts · Rating: 900 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[votranngocvy's solution](#)

162.

96A

[Football](#) · [Tutorial](#)

Quality: 193,676 global accepts · Rating: 900 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[votranngocvy's solution](#)

163.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[votranngocvy's solution](#)

164.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[votranngocvy's solution](#)

165.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[votranngocvy's solution](#)

166.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[votranngocvy's solution](#)

167.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,588 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers
[votranngocvy's solution](#)

168.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,388 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[votranngocvy's solution](#)

169.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[votranngocvy's solution](#)

170.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, shortest paths
[votranngocvy's solution](#)

171.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation
[votranngocvy's solution](#)

172.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,026 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, math
[votrannhocvy's solution](#)

173.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs
[votrannhocvy's solution](#)

174.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,709 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation
[votrannhocvy's solution](#)

175.

1395A

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

Quality: 25,496 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[votrannhocvy's solution](#)

176.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[votrannhocvy's solution](#)

177.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[votrannhocvy's solution](#)

178.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,170 global accepts · Rating: 1000 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[votrannhocvy's solution](#)

179.

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[votrannhocvy's solution](#)

180.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[votrannhocvy's solution](#)

181.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[votrannhocvy's solution](#)

182.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[votrannhocvy's solution](#)

183.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,387 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

184.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[votrannhocvy's solution](#)

185.

1800B

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

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[votrannhocvy's solution](#)

186.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,506 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[votrannhocvy's solution](#)

187.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,990 global accepts · Rating: 1000 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[votrannhocvy's solution](#)

188.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,296 global accepts · Rating: 1000 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[votrannhocvy's solution](#)

189.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[votrannhocvy's solution](#)

190.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,482 global accepts · Rating: 1000 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[votrannhocvy's solution](#)

191.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[votrannhocvy's solution](#)

192.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[votrannhocvy's solution](#)

193.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[votrannhocvy's solution](#)

194.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[votrannhocvy's solution](#)

195.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,817 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[votrannhocvy's solution](#)

196.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,015 global accepts · Rating: 1000 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[votrannhocvy's solution](#)

197.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,406 global accepts · Rating: 1000 · first AC: 2022-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[votrannhocvy's solution](#)

198.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,299 global accepts · Rating: 1000 · first AC: 2022-06-10 · FPC (first AC) · Tags: math

[votrannhocvy's solution](#)

199.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,471 global accepts · Rating: 1000 · first AC: 2022-02-25 · FPC (first AC) · Tags: implementation, strings

[votrannhocvy's solution](#)

200.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,134 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[votrannhocvy's solution](#)

201.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[votrannhocvy's solution](#)

202.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[votrannhocvy's solution](#)

203.

1997C

[Even Positions](#) · [Tutorial](#)

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

[votrannhocvy's solution](#)

204.

1997B

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

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

[votrannocvy's solution](#)

205.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[votrannocvy's solution](#)

206.

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[votrannocvy's solution](#)

207.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[votrannocvy's solution](#)

208.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[votrannocvy's solution](#)

209.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[votrannocvy's solution](#)

210.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[votrannocvy's solution](#)

211.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[votrannocvy's solution](#)

212.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, shortest paths

[votrannocvy's solution](#)

213.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[votrannocvy's solution](#)

214.

1850E

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

Quality: 35,008 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[votrannocvy's solution](#)

215.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[votrannhocvy's solution](#)

216.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[votrannhocvy's solution](#)

217.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees

[votrannhocvy's solution](#)

218.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[votrannhocvy's solution](#)

219.

1826B

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

Quality: 28,175 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[votrannhocvy's solution](#)

220.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[votrannhocvy's solution](#)

221.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[votrannhocvy's solution](#)

222.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,506 global accepts · Rating: 1100 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[votrannhocvy's solution](#)

223.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[votrannhocvy's solution](#)

224.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[votrannhocvy's solution](#)

225.

1345B

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

Quality: 28,242 global accepts · Rating: 1100 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math
[votrannhocvy's solution](#)

226.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,515 global accepts · Rating: 1100 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[votrannhocvy's solution](#)

227.

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[votrannhocvy's solution](#)

228.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math
[votrannhocvy's solution](#)

229.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,970 global accepts · Rating: 1100 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[votrannhocvy's solution](#)

230.

706B

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

Quality: 84,479 global accepts · Rating: 1100 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation
[votrannhocvy's solution](#)

231.

1800C2

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

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[votrannhocvy's solution](#)

232.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,846 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation
[votrannhocvy's solution](#)

233.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[votrannhocvy's solution](#)

234.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[votrannhocvy's solution](#)

235.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
[votrannhocvy's solution](#)

236.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[votrannhocvy's solution](#)

237.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[votrannhocvy's solution](#)

238.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[votrannhocvy's solution](#)

239.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[votrannhocvy's solution](#)

240.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[votrannhocvy's solution](#)

241.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,902 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[votrannhocvy's solution](#)

242.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[votrannhocvy's solution](#)

243.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[votrannhocvy's solution](#)

244.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, math
[votrannhocvy's solution](#)

245.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[votrannhocvy's solution](#)

246.

1857C

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

Quality: 41,771 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[votrannhocvy's solution](#)

247.

1433D

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

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar
[votrannhocvy's solution](#)

248.

445A

[DZY Loves Chessboard](#) · [Tutorial](#)

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
[votrannhocvy's solution](#)

249.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,749 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[votrannhocvy's solution](#)

250.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[votrannhocvy's solution](#)

251.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[votrannhocvy's solution](#)

252.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,830 global accepts · Rating: 1200 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees
[votrannhocvy's solution](#)

253.

1846D

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

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math
[votrannhocvy's solution](#)

254.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[votrannhocvy's solution](#)

255.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation
[votrannhocvy's solution](#)

256.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[votrannhocvy's solution](#)

257.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,564 global accepts · Rating: 1200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[votrannhocvy's solution](#)

258.

1352C

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

Quality: 69,783 global accepts · Rating: 1200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[votrannhocvy's solution](#)

259.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[votrannhocvy's solution](#)

260.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[votrannhocvy's solution](#)

261.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,206 global accepts · Rating: 1200 · first AC: 2023-02-08 · FPC (first AC) · Tags: binary search, implementation, math, sortings

[votrannhocvy's solution](#)

262.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[votrannhocvy's solution](#)

263.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[votrannhocvy's solution](#)

264.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[votrannhocvy's solution](#)

265.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[votrannhocvy's solution](#)

266.

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,502 global accepts · Rating: 1300 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, sortings

[votrannhocvy's solution](#)

267.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,267 global accepts · Rating: 1300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[votrannhocvy's solution](#)

268.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation, trees

[votrannhocvy's solution](#)

269.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[votrannhocvy's solution](#)

270.

1741D

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

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[votrannhocvy's solution](#)

271.

862B

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

Quality: 25,656 global accepts · Rating: 1300 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[votrannhocvy's solution](#)

272.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[votrannhocvy's solution](#)

273.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, number theory

[votrannhocvy's solution](#)

274.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,269 global accepts · Rating: 1300 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[votrannhocvy's solution](#)

275.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[votrannhocvy's solution](#)

276.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees
[votrannhocvy's solution](#)

277.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[votrannhocvy's solution](#)

278.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[votrannhocvy's solution](#)

279.

1846E1

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

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[votrannhocvy's solution](#)

280.

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory
[votrannhocvy's solution](#)

281.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[votrannhocvy's solution](#)

282.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers
[votrannhocvy's solution](#)

283.

1328B

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

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[votrannhocvy's solution](#)

284.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,847 global accepts · Rating: 1300 · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory
[votrannhocvy's solution](#)

285.

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation
[votrannhocvy's solution](#)

286.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,892 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[votrannhocvy's solution](#)

287.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[votrannhocvy's solution](#)

288.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[votrannhocvy's solution](#)

289.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[votrannhocvy's solution](#)

290.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[votrannhocvy's solution](#)

291.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[votrannhocvy's solution](#)

292.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[votrannhocvy's solution](#)

293.

8B

[Obsession with Robots](#) · [Tutorial](#)

Quality: 4,966 global accepts · Rating: 1400 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[votrannhocvy's solution](#)

294.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,199 global accepts · Rating: 1400 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[votrannhocvy's solution](#)

295.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[votrannhocvy's solution](#)

296.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[votrannhocvy's solution](#)

297.

279B

[Books](#) · [Tutorial](#)

Quality: 72,458 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[votrannhocvy's solution](#)

298.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,146 global accepts · Rating: 1500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[votrannhocvy's solution](#)

299.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[votrannhocvy's solution](#)

300.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[votrannhocvy's solution](#)

301.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[votrannhocvy's solution](#)

302.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[votrannhocvy's solution](#)

303.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[votrannhocvy's solution](#)

304.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[votrannhocvy's solution](#)

305.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, number theory

[votrannhocvy's solution](#)

306.

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[votrannhocvy's solution](#)

307.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings
[votrannhocvy's solution](#)

308.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[votrannhocvy's solution](#)

309.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings
[votrannhocvy's solution](#)

310.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation
[votrannhocvy's solution](#)

311.

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees
[votrannhocvy's solution](#)

312.

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation
[votrannhocvy's solution](#)

313.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[votrannhocvy's solution](#)

314.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[votrannhocvy's solution](#)

315.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,996 global accepts · Rating: 1500 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp
[votrannhocvy's solution](#)

316.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[votrannogocvy's solution](#)

317.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
[votrannogocvy's solution](#)

318.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[votrannogocvy's solution](#)

319.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,486 global accepts · Rating: 1500 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[votrannogocvy's solution](#)

320.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar
[votrannogocvy's solution](#)

321.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math
[votrannogocvy's solution](#)

322.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[votrannogocvy's solution](#)

323.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[votrannogocvy's solution](#)

324.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,641 global accepts · Rating: 1600 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory
[votrannogocvy's solution](#)

325.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[votrannogocvy's solution](#)

326.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu

[votrannogocvy's solution](#)

327.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[votrannogocvy's solution](#)

328.

219C

[Color Stripe](#) · [Tutorial](#)

Quality: 7,158 global accepts · Rating: 1600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[votrannogocvy's solution](#)

329.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[votrannogocvy's solution](#)

330.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[votrannogocvy's solution](#)

331.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-07-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[votrannogocvy's solution](#)

332.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[votrannogocvy's solution](#)

333.

107B

[Basketball Team](#) · [Tutorial](#)

Quality: 4,274 global accepts · Rating: 1600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[votrannogocvy's solution](#)

334.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,443 global accepts · Rating: 1600 · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[votrannogocvy's solution](#)

335.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[votrannogocvy's solution](#)

336.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,784 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[votrannogocvy's solution](#)

337.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[votrannhocvy's solution](#)

338.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[votrannhocvy's solution](#)

339.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings
[votrannhocvy's solution](#)

340.

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[votrannhocvy's solution](#)

341.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[votrannhocvy's solution](#)

342.

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
[votrannhocvy's solution](#)

343.

1528A

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

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[votrannhocvy's solution](#)

344.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[votrannhocvy's solution](#)

345.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[votrannhocvy's solution](#)

346.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[votrannhocvy's solution](#)

347.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[votrannogocvy's solution](#)

348.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[votrannogocvy's solution](#)

349.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[votrannogocvy's solution](#)

350.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers
[votrannogocvy's solution](#)

351.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[votrannogocvy's solution](#)

352.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2023-08-05 · last AC: 2026-01-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[votrannogocvy's solution](#)

353.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 1700 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[votrannogocvy's solution](#)

354.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[votrannogocvy's solution](#)

355.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp
[votrannogocvy's solution](#)

356.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees
[votrannogocvy's solution](#)

357.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, dsu, graphs

[votrannhocvy's solution](#)

358.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[votrannhocvy's solution](#)

359.

126B

[Password](#) · [Tutorial](#)

Quality: 24,772 global accepts · Rating: 1700 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[votrannhocvy's solution](#)

360.

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[votrannhocvy's solution](#)

361.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[votrannhocvy's solution](#)

362.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[votrannhocvy's solution](#)

363.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[votrannhocvy's solution](#)

364.

635C

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[votrannhocvy's solution](#)

365.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[votrannhocvy's solution](#)

366.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[votrannhocvy's solution](#)

367.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[votrannhocvy's solution](#)

368.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
[votrannhocvy's solution](#)

369.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers
[votrannhocvy's solution](#)

370.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[votrannhocvy's solution](#)

371.

977F

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

Quality: 25,136 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
[votrannhocvy's solution](#)

372.

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings
[votrannhocvy's solution](#)

373.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
[votrannhocvy's solution](#)

374.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,146 global accepts · Rating: 1700 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers
[votrannhocvy's solution](#)

375.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[votrannhocvy's solution](#)

376.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,893 global accepts · Rating: 1700 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[votrannhocvy's solution](#)

377.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[votrannhocvy's solution](#)

378.

1083A

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

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees
[votrannhocvy's solution](#)

379.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: number theory
[votrannhocvy's solution](#)

380.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers
[votrannhocvy's solution](#)

381.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[votrannhocvy's solution](#)

382.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
[votrannhocvy's solution](#)

383.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[votrannhocvy's solution](#)

384.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[votrannhocvy's solution](#)

385.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[votrannhocvy's solution](#)

386.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[votrannhocvy's solution](#)

387.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, two pointers
[votrannhocvy's solution](#)

388.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[votrannhocvy's solution](#)

389.

519D

[A and B and Interesting Substrings](#) · [Tutorial](#)

Quality: 6,899 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, two pointers

[votrannhocvy's solution](#)

390.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,594 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[votrannhocvy's solution](#)

391.

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[votrannhocvy's solution](#)

392.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[votrannhocvy's solution](#)

393.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[votrannhocvy's solution](#)

394.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[votrannhocvy's solution](#)

395.

190B

[Surrounded](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[votrannhocvy's solution](#)

396.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures

[votrannhocvy's solution](#)

397.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[votrannhocvy's solution](#)

398.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[votrannhocvy's solution](#)

399.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[votrannhocvy's solution](#)

400.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[votrannhocvy's solution](#)

401.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[votrannhocvy's solution](#)

402.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,046 global accepts · Rating: 1800 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[votrannhocvy's solution](#)

403.

274B

[Zero Tree](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[votrannhocvy's solution](#)

404.

221D

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

Rating: 1800 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[votrannhocvy's solution](#)

405.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, two pointers

[votrannhocvy's solution](#)

406.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[votrannhocvy's solution](#)

407.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,445 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[votrannhocvy's solution](#)

408.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

two pointers

[votranngocvy's solution](#)

409.

1005E1

[Median on Segments \(Permutations Edition\) · Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[votranngocvy's solution](#)

410.

1862F

[Magic Will Save the World · Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[votranngocvy's solution](#)

411.

161D

[Distance in Tree · Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[votranngocvy's solution](#)

412.

459D

[Pashmak and Parmida's problem · Tutorial](#)

Quality: 12,811 global accepts · Rating: 1800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[votranngocvy's solution](#)

413.

1066D

[Boxes Packing · Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[votranngocvy's solution](#)

414.

1155D

[Beautiful Array · Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2024-09-02 · last AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[votranngocvy's solution](#)

415.

2173D

[Taiga's Carry Chains · Tutorial](#)

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[votranngocvy's solution](#)

416.

1895D

[XOR Construction · Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[votranngocvy's solution](#)

417.

1092F

[Tree with Maximum Cost · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[votranngocvy's solution](#)

418.

1914F

[Programming Competition · Tutorial](#)

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2025-07-02 · last AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar,

dp, graph matchings, greedy, trees

[votranngocvy's solution](#)

419.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[votranngocvy's solution](#)

420.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[votranngocvy's solution](#)

421.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[votranngocvy's solution](#)

422.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[votranngocvy's solution](#)

423.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,014 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[votranngocvy's solution](#)

424.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[votranngocvy's solution](#)

425.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[votranngocvy's solution](#)

426.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[votranngocvy's solution](#)

427.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[votranngocvy's solution](#)

428.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: dsu, sortings

[votranngocvy's solution](#)

429.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[votrannhocvy's solution](#)

430.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[votrannhocvy's solution](#)

431.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[votrannhocvy's solution](#)

432.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[votrannhocvy's solution](#)

433.

552D

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

Quality: 4,851 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[votrannhocvy's solution](#)

434.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[votrannhocvy's solution](#)

435.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, number theory

[votrannhocvy's solution](#)

436.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1900 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[votrannhocvy's solution](#)

437.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[votrannhocvy's solution](#)

438.

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp

[votrannhocvy's solution](#)

439.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and

similar, graphs, hashing, trees

[votrannhocvy's solution](#)

440.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[votrannhocvy's solution](#)

441.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[votrannhocvy's solution](#)

442.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[votrannhocvy's solution](#)

443.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[votrannhocvy's solution](#)

444.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[votrannhocvy's solution](#)

445.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[votrannhocvy's solution](#)

446.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[votrannhocvy's solution](#)

447.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[votrannhocvy's solution](#)

448.

536B

[Tavas and Malekas](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[votrannhocvy's solution](#)

449.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest

paths, trees, two pointers

[votrannhocvy's solution](#)

450.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,382 global accepts · Rating: 1900 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[votrannhocvy's solution](#)

451.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[votrannhocvy's solution](#)

452.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[votrannhocvy's solution](#)

453.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[votrannhocvy's solution](#)

454.

356B

[Xenia and Hamming](#) · [Tutorial](#)

Quality: 2,089 global accepts · Rating: 1900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[votrannhocvy's solution](#)

455.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, trees

[votrannhocvy's solution](#)

456.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[votrannhocvy's solution](#)

457.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[votrannhocvy's solution](#)

458.

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[votrannhocvy's solution](#)

459.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[votrannhocvy's solution](#)

460.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy
[votrannhocvy's solution](#)

461.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings
[votrannhocvy's solution](#)

462.

1546D

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

Rating: 1900 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[votrannhocvy's solution](#)

463.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[votrannhocvy's solution](#)

464.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu
[votrannhocvy's solution](#)

465.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,902 global accepts · Rating: 1900 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[votrannhocvy's solution](#)

466.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-16 · last AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry
[votrannhocvy's solution](#)

467.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[votrannhocvy's solution](#)

468.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[votrannhocvy's solution](#)

469.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers
[votrannhocvy's solution](#)

470.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp
[votrannhocvy's solution](#)

471.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[votrannhocvy's solution](#)

472.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[votrannhocvy's solution](#)

473.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers
[votrannhocvy's solution](#)

474.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[votrannhocvy's solution](#)

475.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2023-08-05 · last AC: 2024-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu
[votrannhocvy's solution](#)

476.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy
[votrannhocvy's solution](#)

477.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers
[votrannhocvy's solution](#)

478.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[votrannhocvy's solution](#)

479.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[votrannhocvy's solution](#)

480.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[votrannhocvy's solution](#)

481.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[votrannhocvy's solution](#)

482.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[votrannhocvy's solution](#)

483.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[votrannhocvy's solution](#)

484.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[votrannhocvy's solution](#)

485.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[votrannhocvy's solution](#)

486.

258C

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

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math

[votrannhocvy's solution](#)

487.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[votrannhocvy's solution](#)

488.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[votrannhocvy's solution](#)

489.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[votrannhocvy's solution](#)

490.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[votrannhocvy's solution](#)

491.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,911 global accepts · Rating: 2000 · first AC: 2024-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[votrannhocvy's solution](#)

492.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[votrannhocvy's solution](#)

493.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[votrannhocvy's solution](#)

494.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[votrannhocvy's solution](#)

495.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[votrannhocvy's solution](#)

496.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
[votrannhocvy's solution](#)

497.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
[votrannhocvy's solution](#)

498.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp
[votrannhocvy's solution](#)

499.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[votrannhocvy's solution](#)

500.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[votrannhocvy's solution](#)

501.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-11-24 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[votrannhocvy's solution](#)

502.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[votrannhocvy's solution](#)

503.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[votrannhocvy's solution](#)

504.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[votrannhocvy's solution](#)

505.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[votrannhocvy's solution](#)

506.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[votrannhocvy's solution](#)

507.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[votrannhocvy's solution](#)

508.

1426F

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

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, strings

[votrannhocvy's solution](#)

509.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[votrannhocvy's solution](#)

510.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[votrannhocvy's solution](#)

511.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[votrannhocvy's solution](#)

512.

1851G

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

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[votrannhocvy's solution](#)

513.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[votrannhocvy's solution](#)

514.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[votrannhocvy's solution](#)

515.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2025-10-25 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[votrannhocvy's solution](#)

516.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[votrannhocvy's solution](#)

517.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[votrannhocvy's solution](#)

518.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[votrannhocvy's solution](#)

519.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[votrannhocvy's solution](#)

520.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[votrannogocvy's solution](#)

521.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math

[votrannogocvy's solution](#)

522.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[votrannogocvy's solution](#)

523.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[votrannogocvy's solution](#)

524.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[votrannogocvy's solution](#)

525.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, greedy, trees

[votrannogocvy's solution](#)

526.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[votrannogocvy's solution](#)

527.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[votrannogocvy's solution](#)

528.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[votrannogocvy's solution](#)

529.

838B

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

Quality: 1,079 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[votrannogocvy's solution](#)

530.

1499D

[The Number of Pairs](#) · [Tutorial](#)

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[votrannhocvy's solution](#)

531.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy
[votrannhocvy's solution](#)

532.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers
[votrannhocvy's solution](#)

533.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[votrannhocvy's solution](#)

534.

665E

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

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees
[votrannhocvy's solution](#)

535.

276E

[Little Girl and Problem on Trees](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, trees
[votrannhocvy's solution](#)

536.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory
[votrannhocvy's solution](#)

537.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp
[votrannhocvy's solution](#)

538.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings
[votrannhocvy's solution](#)

539.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory
[votrannhocvy's solution](#)

540.

1323D

[Present](#) · [Tutorial](#)

Quality: 2100 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, math, sortings

[votrannqocvy's solution](#)

541.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[votrannqocvy's solution](#)

542.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[votrannqocvy's solution](#)

543.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2024-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[votrannqocvy's solution](#)

544.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[votrannqocvy's solution](#)

545.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[votrannqocvy's solution](#)

546.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[votrannqocvy's solution](#)

547.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[votrannqocvy's solution](#)

548.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[votrannqocvy's solution](#)

549.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,890 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[votrannqocvy's solution](#)

550.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[votrannhocvy's solution](#)

551.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[votrannhocvy's solution](#)

552.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[votrannhocvy's solution](#)

553.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2023-08-01 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, greedy

[votrannhocvy's solution](#)

554.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[votrannhocvy's solution](#)

555.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[votrannhocvy's solution](#)

556.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[votrannhocvy's solution](#)

557.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[votrannhocvy's solution](#)

558.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[votrannhocvy's solution](#)

559.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[votrannhocvy's solution](#)

560.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[votrannhocvy's solution](#)

561.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[votrannhocvy's solution](#)

562.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[votrannhocvy's solution](#)

563.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[votrannhocvy's solution](#)

564.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[votrannhocvy's solution](#)

565.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[votrannhocvy's solution](#)

566.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[votrannhocvy's solution](#)

567.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[votrannhocvy's solution](#)

568.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[votrannhocvy's solution](#)

569.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[votrannhocvy's solution](#)

570.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[votrannhocvy's solution](#)

571.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[votrannhocvy's solution](#)

572.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, ternary search

[votrannhocvy's solution](#)

573.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[votrannhocvy's solution](#)

574.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[votrannhocvy's solution](#)

575.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[votrannhocvy's solution](#)

576.

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[votrannhocvy's solution](#)

577.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[votrannhocvy's solution](#)

578.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[votrannhocvy's solution](#)

579.

1840F

[Railguns](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2200 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs

[votrannhocvy's solution](#)

580.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[votrannhocvy's solution](#)

581.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[votrannhocvy's solution](#)

582.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2023-12-24 · C++14 (GCC 6-32) (first AC) · Tags: trees

[votrannhocvy's solution](#)

583.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[votrannhocvy's solution](#)

584.

282E

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

Quality: 4,328 global accepts · Rating: 2200 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[votrannhocvy's solution](#)

585.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[votrannhocvy's solution](#)

586.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp

[votrannhocvy's solution](#)

587.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[votrannhocvy's solution](#)

588.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2024-12-03 · last AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[votrannhocvy's solution](#)

589.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[votrannhocvy's solution](#)

590.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings
[votranngocvy's solution](#)

591.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[votranngocvy's solution](#)

592.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees
[votranngocvy's solution](#)

593.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
[votranngocvy's solution](#)

594.

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy
[votranngocvy's solution](#)

595.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[votranngocvy's solution](#)

596.

787D

[Legacy](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
[votranngocvy's solution](#)

597.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, strings
[votranngocvy's solution](#)

598.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees
[votranngocvy's solution](#)

599.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers
[votranngocvy's solution](#)

600.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[votrannhocvy's solution](#)

601.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[votrannhocvy's solution](#)

602.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[votrannhocvy's solution](#)

603.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[votrannhocvy's solution](#)

604.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, sortings

[votrannhocvy's solution](#)

605.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[votrannhocvy's solution](#)

606.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 2300 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[votrannhocvy's solution](#)

607.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[votrannhocvy's solution](#)

608.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[votrannhocvy's solution](#)

609.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[votrannhocvy's solution](#)

610.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[votrannhocvy's solution](#)

611.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[votrannogocvy's solution](#)

612.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, string suffix structures, strings

[votrannogocvy's solution](#)

613.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory

[votrannogocvy's solution](#)

614.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[votrannogocvy's solution](#)

615.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[votrannogocvy's solution](#)

616.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[votrannogocvy's solution](#)

617.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[votrannogocvy's solution](#)

618.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[votrannogocvy's solution](#)

619.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[votrannogocvy's solution](#)

620.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[votrannogocvy's solution](#)

621.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[votrannhocvy's solution](#)

622.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp
[votrannhocvy's solution](#)

623.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2400 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[votrannhocvy's solution](#)

624.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[votrannhocvy's solution](#)

625.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2400 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees
[votrannhocvy's solution](#)

626.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[votrannhocvy's solution](#)

627.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[votrannhocvy's solution](#)

628.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees
[votrannhocvy's solution](#)

629.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[votrannhocvy's solution](#)

630.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings
[votrannhocvy's solution](#)

631.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp
[votrannqocvy's solution](#)

632.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[votrannqocvy's solution](#)

633.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-12-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[votrannqocvy's solution](#)

634.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths
[votrannqocvy's solution](#)

635.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees
[votrannqocvy's solution](#)

636.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry
[votrannqocvy's solution](#)

637.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings
[votrannqocvy's solution](#)

638.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[votrannqocvy's solution](#)

639.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp
[votrannqocvy's solution](#)

640.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, implementation
[votrannqocvy's solution](#)

641.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, data structures

[votrannhocvy's solution](#)

642.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[votrannhocvy's solution](#)

643.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[votrannhocvy's solution](#)

644.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[votrannhocvy's solution](#)

645.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[votrannhocvy's solution](#)

646.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[votrannhocvy's solution](#)

647.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[votrannhocvy's solution](#)

648.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[votrannhocvy's solution](#)

649.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[votrannhocvy's solution](#)

650.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[votrannhocvy's solution](#)

651.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[votrannhocvy's solution](#)

652.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[votrannhocvy's solution](#)

653.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,386 global accepts · Rating: 2600 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[votrannhocvy's solution](#)

654.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[votrannhocvy's solution](#)

655.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2700 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[votrannhocvy's solution](#)

656.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[votrannhocvy's solution](#)

657.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[votrannhocvy's solution](#)

658.

716E

[Digit Tree](#) · [Tutorial](#)

Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[votrannhocvy's solution](#)

659.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[votrannhocvy's solution](#)

660.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[votrannhocvy's solution](#)

661.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[votrannhocvy's solution](#)

662.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[voTRANngocvy's solution](#)

663.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[voTRANngocvy's solution](#)

664.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[voTRANngocvy's solution](#)

665.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[voTRANngocvy's solution](#)

666.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-10-23 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[voTRANngocvy's solution](#)

667.

106225D

[Dungeon Equilibrium](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[voTRANngocvy's solution](#)

668.

106182G

[Goofy Songs](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[voTRANngocvy's solution](#)

669.

106164L

[Laser](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[voTRANngocvy's solution](#)

670.

106164E

[Elena and Travel Pass](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[voTRANngocvy's solution](#)

671.

106164C

[Challenge to the Reader](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[voTRANngocvy's solution](#)

672.

106164G

[Galactic Adventure Agency](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[votranngocvy's solution](#)

673.

106164M

[Meticulous Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngocvy's solution](#)

674.

106164I

[ICPC Extractor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[votranngocvy's solution](#)

675.

106164B

[Bring It To Back](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngocvy's solution](#)

676.

106164N

[No Distance is Too Far Apart](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[votranngocvy's solution](#)

677.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngocvy's solution](#)

678.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngocvy's solution](#)

679.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngocvy's solution](#)

680.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngocvy's solution](#)

681.

106084L

[Stapler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngocvy's solution](#)

682.

106084D

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

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngocvy's solution](#)

683.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[votranngovy's solution](#)

684.

106084B

[Twin Guardians](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngovy's solution](#)

685.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngovy's solution](#)

686.

100812G

[Short Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngovy's solution](#)

687.

102694C

[Sloth Naptime](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngovy's solution](#)

688.

101138D

[Strange Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngovy's solution](#)

689.

102263L

[Burgers](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[votranngovy's solution](#)

690.

104555H

[Honest Worker](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[votranngovy's solution](#)

691.

102433K

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-24 · last AC: 2024-06-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[votranngovy's solution](#)

692.

101498K

[Two Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngovy's solution](#)

693.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[votranngovy's solution](#)

694.

102263I

[Bashar and Hamada](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[votranngovy's solution](#)

695.

102694F

[The Lorax](#) · Tutorial

Rating: — · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[votranngovy's solution](#)

696.

105055D

[Whose Turn Is It?](#) · Tutorial

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[votranngovy's solution](#)

697.

105055O

[Another Trip](#) · Tutorial

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[votranngovy's solution](#)

698.

101741J

[Subsequence Sum Queries](#) · Tutorial

Rating: — · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[votranngovy's solution](#)

699.

102951C

[LCS on Permutations](#) · Tutorial

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[votranngovy's solution](#)

700.

100203E

[bits-Equalizer](#) · Tutorial

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[votranngovy's solution](#)

701.

103536A

[Guards](#) · Tutorial

Rating: — · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[votranngovy's solution](#)