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Unique solved — walk alone

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Count: 2,343

- 1.**
1929B
[Sasha and the Drawing](#) · [Tutorial](#)
Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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- 2.**
1929A
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Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
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- 3.**
1919B
[Plus-Minus Split](#) · [Tutorial](#)
Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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- 4.**
1919A
[Wallet Exchange](#) · [Tutorial](#)
Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
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- 5.**
1916A
[2023](#) · [Tutorial](#)
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[walk_alone's solution](#)
- 6.**
1915A
[Odd One Out](#) · [Tutorial](#)
Quality: 79,814 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, implementation
[walk_alone's solution](#)
- 7.**
1915B
[Not Quite Latin Square](#) · [Tutorial](#)
Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
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- 8.**
1915C
[Can I Square?](#) · [Tutorial](#)
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- 9.**
1901A
[Line Trip](#) · [Tutorial](#)
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10.

1899A

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11.

1886A

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12.

1882A

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13.

1867A

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14.

1866A

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15.

1862A

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16.

1862B

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17.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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18.

1821A

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Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
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19.

1809A

[Garland](#) · [Tutorial](#)

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20.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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21.

1800A

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22.

1776A

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23.

1796A

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24.

1799A

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25.

1789B

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Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · last AC: 2023-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings, two pointers
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26.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

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27.

1788A

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28.

1791B

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

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29.

1791A

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

Quality: 80,640 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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30.

1791C

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

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31.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

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32.

1787A

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33.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

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34.

1790B

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35.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

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36.

1782A

[Parallel Projection](#) · [Tutorial](#)

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37.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

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38.

1783A

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39.

1768A

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40.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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41.

1731A

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42.

1772B

[Matrix Rotation](#) · [Tutorial](#)

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43.

1772A

[A+B? · Tutorial](#)

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[walk_alone's solution](#)

44.

1706A

[Another String Minimization Problem · Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[walk_alone's solution](#)

45.

1767A

[Cut the Triangle · Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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46.

1767B

[Block Towers · Tutorial](#)

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[walk_alone's solution](#)

47.

1765B

[Broken Keyboard · Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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48.

1766A

[Extremely Round · Tutorial](#)

Quality: 46,059 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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49.

1725A

[Accumulation of Dominoes · Tutorial](#)

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50.

1760C

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51.

1760B

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[walk_alone's solution](#)

52.

1760A

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Quality: 79,950 global accepts · Rating: 800 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[walk_alone's solution](#)

53.

1759A

[Yes-Yes? · Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[walk_alone's solution](#)

54.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math
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55.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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56.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

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57.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, implementation, math
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58.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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59.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,332 global accepts · Rating: 800 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[walk_alone's solution](#)

60.

1742B

[Increasing](#) · [Tutorial](#)

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61.

1741A

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62.

1741B

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63.

1730A

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64.

1733A

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65.

1729A

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66.

1729B

[Decode String](#) · [Tutorial](#)

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67.

1728A

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68.

1728B

[Best Permutation](#) · [Tutorial](#)

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69.

1712A

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70.

1712B

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

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71.

1721A

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72.

1715A

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73.

1716A

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74.

1716B

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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75.

1703A

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76.

1703B

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77.

1703C

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78.

1702A

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79.

1702B

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80.

1701B

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81.

1701A

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82.

1173A

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83.

1699A

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84.

1428A

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85.

1619A

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86.

1696A

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87.

1698B

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88.

1698A

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89.

1695A

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

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90.

1700A

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Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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91.

1694A

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92.

1692C

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Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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93.

1692B

[All Distinct](#) · [Tutorial](#)

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94.

1692A

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95.

1697A

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Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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96.

1671A

[String Building](#) · [Tutorial](#)

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97.

1689A

[Lex String](#) · [Tutorial](#)

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98.

1690A

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99.

1690B

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100.

1690C

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101.

1682A

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102.

1688A

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103.

1688B

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1686A

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1673A

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1650A

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1635A

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1638A

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1634A

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1637A

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1632A

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1633A

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1623A

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1616A

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1614A

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1566B

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1567A

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206.

1557A

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Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: brute force, math, sortings
[walk_alone's solution](#)

207.

1551B1

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

Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: greedy, strings
[walk_alone's solution](#)

208.

1551A

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

Quality: 58,364 global accepts · Rating: 800 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: greedy, math
[walk_alone's solution](#)

209.

1549B

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

Quality: 26,831 global accepts · Rating: 800 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
[walk_alone's solution](#)

210.

1549A

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

Quality: 35,567 global accepts · Rating: 800 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: math, number theory
[walk_alone's solution](#)

211.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,389 global accepts · Rating: 800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: greedy
[walk_alone's solution](#)

212.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: sortings, strings
[walk_alone's solution](#)

213.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: math, number theory
[walk_alone's solution](#)

214.

231A

[Team](#) · [Tutorial](#)

Quality: 430,355 global accepts · Rating: 800 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: brute force, greedy
[walk_alone's solution](#)

215.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[walk_alone's solution](#)

216.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: greedy, math
[walk_alone's solution](#)

217.

1283A

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

Quality: 61,304 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: math
[walk_alone's solution](#)

218.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[walk_alone's solution](#)

219.

1547A

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

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: implementation, math
[walk_alone's solution](#)

220.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, math
[walk_alone's solution](#)

221.

1546A

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

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: brute force, greedy
[walk_alone's solution](#)

222.

71A

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

Quality: 503,372 global accepts · Rating: 800 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: strings
[walk_alone's solution](#)

223.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,020 global accepts · Rating: 800 · first AC: 2021-07-04 · GNU C++11 (first AC) · Tags: brute force, math
[walk_alone's solution](#)

224.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math
[walk_alone's solution](#)

225.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: implementation
[walk_alone's solution](#)

226.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,123 global accepts · Rating: 800 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: brute force, implementation
[walk_alone's solution](#)

227.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[walk_alone's solution](#)

228.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[walk_alone's solution](#)

229.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[walk_alone's solution](#)

230.

1520A

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

Quality: 58,465 global accepts · Rating: 800 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: brute force, implementation

[walk_alone's solution](#)

231.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: greedy, math

[walk_alone's solution](#)

232.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[walk_alone's solution](#)

233.

1538B

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

Quality: 33,538 global accepts · Rating: 800 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: greedy, math

[walk_alone's solution](#)

234.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[walk_alone's solution](#)

235.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[walk_alone's solution](#)

236.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 800 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: implementation

[walk_alone's solution](#)

237.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, implementation

[walk_alone's solution](#)

238.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[walk_alone's solution](#)

239.

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

240.

1527A

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

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: bitmasks
[walk_alone's solution](#)

241.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: math, number theory
[walk_alone's solution](#)

242.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

243.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-04-16 · last AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms
[walk_alone's solution](#)

244.

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, math
[walk_alone's solution](#)

245.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: math
[walk_alone's solution](#)

246.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: greedy, math
[walk_alone's solution](#)

247.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: greedy
[walk_alone's solution](#)

248.

1514A

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

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: math, number theory
[walk_alone's solution](#)

249.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: greedy

[walk_alone's solution](#)

250.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[walk_alone's solution](#)

251.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[walk_alone's solution](#)

252.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, math

[walk_alone's solution](#)

253.

1484A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms

[walk_alone's solution](#)

254.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[walk_alone's solution](#)

255.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,098 global accepts · Rating: 800 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[walk_alone's solution](#)

256.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[walk_alone's solution](#)

257.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math

[walk_alone's solution](#)

258.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: greedy, math

[walk_alone's solution](#)

259.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: implementation, sortings

[walk_alone's solution](#)

260.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: games, greedy, strings
[walk_alone's solution](#)

261.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: greedy, strings
[walk_alone's solution](#)

262.

1478A

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

Quality: 28,014 global accepts · Rating: 800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, greedy
[walk_alone's solution](#)

263.

1474A

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

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy
[walk_alone's solution](#)

264.

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings
[walk_alone's solution](#)

265.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: math
[walk_alone's solution](#)

266.

1374A

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

Quality: 64,193 global accepts · Rating: 800 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: math
[walk_alone's solution](#)

267.

1058A

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

Rating: 800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: implementation
[walk_alone's solution](#)

268.

1005A

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

Quality: 27,511 global accepts · Rating: 800 · first AC: 2018-07-10 · GNU C++ (first AC) · Tags: implementation
[walk_alone's solution](#)

269.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[walk_alone's solution](#)

270.

1848A

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

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[walk_alone's solution](#)

271.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[walk_alone's solution](#)

272.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[walk_alone's solution](#)

273.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[walk_alone's solution](#)

274.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[walk_alone's solution](#)

275.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[walk_alone's solution](#)

276.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[walk_alone's solution](#)

277.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[walk_alone's solution](#)

278.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,094 global accepts · Rating: 900 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[walk_alone's solution](#)

279.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[walk_alone's solution](#)

280.

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
[walk_alone's solution](#)

281.

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[walk_alone's solution](#)

282.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[walk_alone's solution](#)

283.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,905 global accepts · Rating: 900 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[walk_alone's solution](#)

284.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[walk_alone's solution](#)

285.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[walk_alone's solution](#)

286.

1675B

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

Quality: 43,303 global accepts · Rating: 900 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[walk_alone's solution](#)

287.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[walk_alone's solution](#)

288.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[walk_alone's solution](#)

289.

1665B

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

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[walk_alone's solution](#)

290.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[walk_alone's solution](#)

291.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[walk_alone's solution](#)

292.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[walk_alone's solution](#)

293.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[walk_alone's solution](#)

294.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,961 global accepts · Rating: 900 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[walk_alone's solution](#)

295.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[walk_alone's solution](#)

296.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[walk_alone's solution](#)

297.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[walk_alone's solution](#)

298.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[walk_alone's solution](#)

299.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[walk_alone's solution](#)

300.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[walk_alone's solution](#)

301.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[walk_alone's solution](#)

302.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: strings

[walk_alone's solution](#)

303.

1582B

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

Quality: 33,373 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[walk_alone's solution](#)

304.

1593B

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

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, math
[walk_alone's solution](#)

305.

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[walk_alone's solution](#)

306.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[walk_alone's solution](#)

307.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, math
[walk_alone's solution](#)

308.

1543B

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

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[walk_alone's solution](#)

309.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,967 global accepts · Rating: 900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory
[walk_alone's solution](#)

310.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

311.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings
[walk_alone's solution](#)

312.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[walk_alone's solution](#)

313.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[walk_alone's solution](#)

314.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[walk_alone's solution](#)

315.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[walk_alone's solution](#)

316.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[walk_alone's solution](#)

317.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[walk_alone's solution](#)

318.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2018-07-14 · GNU C++ (first AC) · Tags: implementation, strings

[walk_alone's solution](#)

319.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-10 · GNU C++ (first AC) · Tags: implementation

[walk_alone's solution](#)

320.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[walk_alone's solution](#)

321.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[walk_alone's solution](#)

322.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[walk_alone's solution](#)

323.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[walk_alone's solution](#)

324.

1800C1

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

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[walk_alone's solution](#)

325.

1800B

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

Quality: 28,416 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[walk_alone's solution](#)

326.

1785A

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

Rating: 1000 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[walk_alone's solution](#)

327.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[walk_alone's solution](#)

328.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,278 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings
[walk_alone's solution](#)

329.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[walk_alone's solution](#)

330.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[walk_alone's solution](#)

331.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[walk_alone's solution](#)

332.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[walk_alone's solution](#)

333.

1772C

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

Quality: 26,143 global accepts · Rating: 1000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

334.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[walk_alone's solution](#)

335.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,898 global accepts · Rating: 1000 · first AC: 2022-12-09 · last AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[walk_alone's solution](#)

336.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[walk_alone's solution](#)

337.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,289 global accepts · Rating: 1000 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[walk_alone's solution](#)

338.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[walk_alone's solution](#)

339.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[walk_alone's solution](#)

340.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[walk_alone's solution](#)

341.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[walk_alone's solution](#)

342.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[walk_alone's solution](#)

343.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[walk_alone's solution](#)

344.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[walk_alone's solution](#)

345.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[walk_alone's solution](#)

346.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[walk_alone's solution](#)

347.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[walk_alone's solution](#)

348.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[walk_alone's solution](#)

349.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[walk_alone's solution](#)

350.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,482 global accepts · Rating: 1000 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[walk_alone's solution](#)

351.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[walk_alone's solution](#)

352.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[walk_alone's solution](#)

353.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[walk_alone's solution](#)

354.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[walk_alone's solution](#)

355.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,043 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[walk_alone's solution](#)

356.

1589B

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

Rating: 1000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[walk_alone's solution](#)

357.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[walk_alone's solution](#)

358.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings
[walk_alone's solution](#)

359.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[walk_alone's solution](#)

360.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[walk_alone's solution](#)

361.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

362.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[walk_alone's solution](#)

363.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[walk_alone's solution](#)

364.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[walk_alone's solution](#)

365.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory
[walk_alone's solution](#)

366.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, math
[walk_alone's solution](#)

367.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[walk_alone's solution](#)

368.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[walk_alone's solution](#)

369.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: sortings

[walk_alone's solution](#)

370.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[walk_alone's solution](#)

371.

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[walk_alone's solution](#)

372.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[walk_alone's solution](#)

373.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[walk_alone's solution](#)

374.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,151 global accepts · Rating: 1000 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[walk_alone's solution](#)

375.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · last AC: 2021-02-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[walk_alone's solution](#)

376.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[walk_alone's solution](#)

377.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[walk_alone's solution](#)

378.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[walk_alone's solution](#)

379.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory
[walk_alone's solution](#)

380.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,881 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[walk_alone's solution](#)

381.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
[walk_alone's solution](#)

382.

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings
[walk_alone's solution](#)

383.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[walk_alone's solution](#)

384.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,822 global accepts · Rating: 1100 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers
[walk_alone's solution](#)

385.

1826B

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

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[walk_alone's solution](#)

386.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,341 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[walk_alone's solution](#)

387.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: math, strings, two pointers
[walk_alone's solution](#)

388.

1800C2

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

Quality: 27,119 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[walk_alone's solution](#)

389.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities
[walk_alone's solution](#)

390.

1791G1

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

Quality: 33,931 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[walk_alone's solution](#)

391.

1791E

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

Quality: 41,294 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[walk_alone's solution](#)

392.

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[walk_alone's solution](#)

393.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[walk_alone's solution](#)

394.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[walk_alone's solution](#)

395.

1760E

[Binary Inversions](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[walk_alone's solution](#)

396.

1575A

[Another Sorting Problem](#) · [Tutorial](#)

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[walk_alone's solution](#)

397.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths
[walk_alone's solution](#)

398.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[walk_alone's solution](#)

399.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
[walk_alone's solution](#)

400.

1741C

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

Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, two pointers
[walk_alone's solution](#)

401.

1729C

[Jumping on Tiles](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[walk_alone's solution](#)

402.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,855 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[walk_alone's solution](#)

403.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[walk_alone's solution](#)

404.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings
[walk_alone's solution](#)

405.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[walk_alone's solution](#)

406.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[walk_alone's solution](#)

407.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[walk_alone's solution](#)

408.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[walk_alone's solution](#)

409.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[walk_alone's solution](#)

410.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[walk_alone's solution](#)

411.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[walk_alone's solution](#)

412.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[walk_alone's solution](#)

413.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[walk_alone's solution](#)

414.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[walk_alone's solution](#)

415.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[walk_alone's solution](#)

416.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[walk_alone's solution](#)

417.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[walk_alone's solution](#)

418.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[walk_alone's solution](#)

419.

1656B

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

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[walk_alone's solution](#)

420.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings

[walk_alone's solution](#)

421.

1637B

[MEX and Array](#) · [Tutorial](#)

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

[walk_alone's solution](#)

422.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[walk_alone's solution](#)

423.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[walk_alone's solution](#)

424.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[walk_alone's solution](#)

425.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[walk_alone's solution](#)

426.

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[walk_alone's solution](#)

427.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[walk_alone's solution](#)

428.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[walk_alone's solution](#)

429.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[walk_alone's solution](#)

430.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[walk_alone's solution](#)

431.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[walk_alone's solution](#)

432.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[walk_alone's solution](#)

433.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

434.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[walk_alone's solution](#)

435.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[walk_alone's solution](#)

436.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[walk_alone's solution](#)

437.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[walk_alone's solution](#)

438.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[walk_alone's solution](#)

439.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[walk_alone's solution](#)

440.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[walk_alone's solution](#)

441.

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: greedy, sortings

[walk_alone's solution](#)

442.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: greedy, two pointers

[walk_alone's solution](#)

443.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[walk_alone's solution](#)

444.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms

[walk_alone's solution](#)

445.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[walk_alone's solution](#)

446.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: greedy

[walk_alone's solution](#)

447.

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · last AC: 2021-04-27 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[walk_alone's solution](#)

448.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[walk_alone's solution](#)

449.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math

[walk_alone's solution](#)

450.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,417 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[walk_alone's solution](#)

451.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[walk_alone's solution](#)

452.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[walk_alone's solution](#)

453.

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math
[walk_alone's solution](#)

454.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[walk_alone's solution](#)

455.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[walk_alone's solution](#)

456.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

457.

1058B

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

Rating: 1100 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry
[walk_alone's solution](#)

458.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[walk_alone's solution](#)

459.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
[walk_alone's solution](#)

460.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation
[walk_alone's solution](#)

461.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[walk_alone's solution](#)

462.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[walk_alone's solution](#)

463.

1822D

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

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[walk_alone's solution](#)

464.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[walk_alone's solution](#)

465.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[walk_alone's solution](#)

466.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[walk_alone's solution](#)

467.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[walk_alone's solution](#)

468.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: games

[walk_alone's solution](#)

469.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[walk_alone's solution](#)

470.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[walk_alone's solution](#)

471.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[walk_alone's solution](#)

472.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[walk_alone's solution](#)

473.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,592 global accepts · Rating: 1200 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[walk_alone's solution](#)

474.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[walk_alone's solution](#)

475.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[walk_alone's solution](#)

476.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[walk_alone's solution](#)

477.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[walk_alone's solution](#)

478.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[walk_alone's solution](#)

479.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[walk_alone's solution](#)

480.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[walk_alone's solution](#)

481.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[walk_alone's solution](#)

482.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[walk_alone's solution](#)

483.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[walk_alone's solution](#)

484.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[walk_alone's solution](#)

485.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[walk_alone's solution](#)

486.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[walk_alone's solution](#)

487.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[walk_alone's solution](#)

488.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[walk_alone's solution](#)

489.

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[walk_alone's solution](#)

490.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[walk_alone's solution](#)

491.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[walk_alone's solution](#)

492.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[walk_alone's solution](#)

493.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[walk_alone's solution](#)

494.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, strings

[walk_alone's solution](#)

495.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[walk_alone's solution](#)

496.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[walk_alone's solution](#)

497.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[walk_alone's solution](#)

498.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[walk_alone's solution](#)

499.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[walk_alone's solution](#)

500.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[walk_alone's solution](#)

501.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-20 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[walk_alone's solution](#)

502.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: interactive, math

[walk_alone's solution](#)

503.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[walk_alone's solution](#)

504.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[walk_alone's solution](#)

505.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[walk_alone's solution](#)

506.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[walk_alone's solution](#)

507.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[walk_alone's solution](#)

508.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · last AC: 2021-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, games

[walk_alone's solution](#)

509.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[walk_alone's solution](#)

510.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[walk_alone's solution](#)

511.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[walk_alone's solution](#)

512.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[walk_alone's solution](#)

513.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

514.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings
[walk_alone's solution](#)

515.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, implementation, math
[walk_alone's solution](#)

516.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation
[walk_alone's solution](#)

517.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: math, number theory
[walk_alone's solution](#)

518.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[walk_alone's solution](#)

519.

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers
[walk_alone's solution](#)

520.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2020-08-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[walk_alone's solution](#)

521.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-07-10 · GNU C++ (first AC) · Tags: greedy, implementation
[walk_alone's solution](#)

522.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math
[walk_alone's solution](#)

523.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[walk_alone's solution](#)

524.

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[walk_alone's solution](#)

525.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[walk_alone's solution](#)

526.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[walk_alone's solution](#)

527.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[walk_alone's solution](#)

528.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[walk_alone's solution](#)

529.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[walk_alone's solution](#)

530.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[walk_alone's solution](#)

531.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings
[walk_alone's solution](#)

532.

1820C

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

Rating: 1300 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[walk_alone's solution](#)

533.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers
[walk_alone's solution](#)

534.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[walk_alone's solution](#)

535.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[walk_alone's solution](#)

536.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[walk_alone's solution](#)

537.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[walk_alone's solution](#)

538.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[walk_alone's solution](#)

539.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[walk_alone's solution](#)

540.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[walk_alone's solution](#)

541.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[walk_alone's solution](#)

542.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[walk_alone's solution](#)

543.

1741D

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

Quality: 18,343 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[walk_alone's solution](#)

544.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[walk_alone's solution](#)

545.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy
[walk_alone's solution](#)

546.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,057 global accepts · Rating: 1300 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[walk_alone's solution](#)

547.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[walk_alone's solution](#)

548.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[walk_alone's solution](#)

549.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,151 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[walk_alone's solution](#)

550.

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[walk_alone's solution](#)

551.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[walk_alone's solution](#)

552.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees
[walk_alone's solution](#)

553.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math
[walk_alone's solution](#)

554.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[walk_alone's solution](#)

555.

1668C

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

Rating: 1300 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[walk_alone's solution](#)

556.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[walk_alone's solution](#)

557.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[walk_alone's solution](#)

558.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[walk_alone's solution](#)

559.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[walk_alone's solution](#)

560.

1650D

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

Quality: 14,716 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[walk_alone's solution](#)

561.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math

[walk_alone's solution](#)

562.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[walk_alone's solution](#)

563.

1591C

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

Rating: 1300 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[walk_alone's solution](#)

564.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[walk_alone's solution](#)

565.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[walk_alone's solution](#)

566.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[walk_alone's solution](#)

567.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[walk_alone's solution](#)

568.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[walk_alone's solution](#)

569.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[walk_alone's solution](#)

570.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[walk_alone's solution](#)

571.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[walk_alone's solution](#)

572.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[walk_alone's solution](#)

573.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,424 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[walk_alone's solution](#)

574.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[walk_alone's solution](#)

575.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[walk_alone's solution](#)

576.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[walk_alone's solution](#)

577.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[walk_alone's solution](#)

578.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: brute force
[walk_alone's solution](#)

579.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings
[walk_alone's solution](#)

580.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[walk_alone's solution](#)

581.

1534C

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

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[walk_alone's solution](#)

582.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers
[walk_alone's solution](#)

583.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[walk_alone's solution](#)

584.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy
[walk_alone's solution](#)

585.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation
[walk_alone's solution](#)

586.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math
[walk_alone's solution](#)

587.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings
[walk_alone's solution](#)

588.

1058C

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

Rating: 1300 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: brute force, implementation
[walk_alone's solution](#)

589.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[walk_alone's solution](#)

590.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[walk_alone's solution](#)

591.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

592.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[walk_alone's solution](#)

593.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[walk_alone's solution](#)

594.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[walk_alone's solution](#)

595.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[walk_alone's solution](#)

596.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[walk_alone's solution](#)

597.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[walk_alone's solution](#)

598.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
[walk_alone's solution](#)

599.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[walk_alone's solution](#)

600.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[walk_alone's solution](#)

601.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[walk_alone's solution](#)

602.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory
[walk_alone's solution](#)

603.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[walk_alone's solution](#)

604.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

605.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[walk_alone's solution](#)

606.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[walk_alone's solution](#)

607.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[walk_alone's solution](#)

608.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[walk_alone's solution](#)

609.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings, two pointers

[walk_alone's solution](#)

610.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[walk_alone's solution](#)

611.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[walk_alone's solution](#)

612.

1691C

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

Quality: 17,223 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[walk_alone's solution](#)

613.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[walk_alone's solution](#)

614.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[walk_alone's solution](#)

615.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[walk_alone's solution](#)

616.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[walk_alone's solution](#)

617.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[walk_alone's solution](#)

618.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[walk_alone's solution](#)

619.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[walk_alone's solution](#)

620.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[walk_alone's solution](#)

621.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[walk_alone's solution](#)

622.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[walk_alone's solution](#)

623.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[walk_alone's solution](#)

624.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[walk_alone's solution](#)

625.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[walk_alone's solution](#)

626.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, strings

[walk_alone's solution](#)

627.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[walk_alone's solution](#)

628.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[walk_alone's solution](#)

629.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[walk_alone's solution](#)

630.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[walk_alone's solution](#)

631.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[walk_alone's solution](#)

632.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[walk_alone's solution](#)

633.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[walk_alone's solution](#)

634.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[walk_alone's solution](#)

635.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: graphs, greedy

[walk_alone's solution](#)

636.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[walk_alone's solution](#)

637.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: greedy, math

[walk_alone's solution](#)

638.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[walk_alone's solution](#)

639.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,460 global accepts · Rating: 1400 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[walk_alone's solution](#)

640.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: dp, math, number theory

[walk_alone's solution](#)

641.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: implementation, trees

[walk_alone's solution](#)

642.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[walk_alone's solution](#)

643.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · last AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[walk_alone's solution](#)

644.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[walk_alone's solution](#)

645.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[walk_alone's solution](#)

646.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy,

implementation

[walk_alone's solution](#)

647.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[walk_alone's solution](#)

648.

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-10-08 · last AC: 2020-11-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[walk_alone's solution](#)

649.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-10-10 · GNU C++11 (first AC) · Tags: games, greedy

[walk_alone's solution](#)

650.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[walk_alone's solution](#)

651.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[walk_alone's solution](#)

652.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[walk_alone's solution](#)

653.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[walk_alone's solution](#)

654.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[walk_alone's solution](#)

655.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[walk_alone's solution](#)

656.

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,273 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, dsu, graphs, greedy, strings

[walk_alone's solution](#)

657.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,557 global accepts · Rating: 1500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[walk_alone's solution](#)

658.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[walk_alone's solution](#)

659.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1500 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[walk_alone's solution](#)

660.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[walk_alone's solution](#)

661.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[walk_alone's solution](#)

662.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[walk_alone's solution](#)

663.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[walk_alone's solution](#)

664.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[walk_alone's solution](#)

665.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[walk_alone's solution](#)

666.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings

[walk_alone's solution](#)

667.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[walk_alone's solution](#)

668.

1732D1

[Balance \(Easy version\)](#) · [Tutorial](#)

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, number theory
[walk_alone's solution](#)

669.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[walk_alone's solution](#)

670.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[walk_alone's solution](#)

671.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

672.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers
[walk_alone's solution](#)

673.

1676H2

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

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
[walk_alone's solution](#)

674.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings
[walk_alone's solution](#)

675.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[walk_alone's solution](#)

676.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math
[walk_alone's solution](#)

677.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[walk_alone's solution](#)

678.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[walk_alone's solution](#)

679.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[walk_alone's solution](#)

680.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[walk_alone's solution](#)

681.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[walk_alone's solution](#)

682.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[walk_alone's solution](#)

683.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[walk_alone's solution](#)

684.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[walk_alone's solution](#)

685.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[walk_alone's solution](#)

686.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[walk_alone's solution](#)

687.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[walk_alone's solution](#)

688.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[walk_alone's solution](#)

689.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[walk_alone's solution](#)

690.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: greedy, sortings, strings
[walk_alone's solution](#)

691.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings
[walk_alone's solution](#)

692.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers
[walk_alone's solution](#)

693.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[walk_alone's solution](#)

694.

1546C

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

Rating: 1500 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: sortings
[walk_alone's solution](#)

695.

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[walk_alone's solution](#)

696.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory
[walk_alone's solution](#)

697.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, dp, hashing, number theory

[walk_alone's solution](#)

698.

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[walk_alone's solution](#)

699.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[walk_alone's solution](#)

700.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[walk_alone's solution](#)

701.

1484B

[Restore Modulo](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[walk_alone's solution](#)

702.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[walk_alone's solution](#)

703.

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · last AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[walk_alone's solution](#)

704.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,501 global accepts · Rating: 1500 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[walk_alone's solution](#)

705.

1490F

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

Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[walk_alone's solution](#)

706.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[walk_alone's solution](#)

707.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[walk_alone's solution](#)

708.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[walk_alone's solution](#)

709.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-17 · last AC: 2020-12-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[walk_alone's solution](#)

710.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-12-13 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[walk_alone's solution](#)

711.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[walk_alone's solution](#)

712.

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[walk_alone's solution](#)

713.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[walk_alone's solution](#)

714.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[walk_alone's solution](#)

715.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[walk_alone's solution](#)

716.

18A

[Triangle](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1500 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, geometry

[walk_alone's solution](#)

717.

1409D

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

Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: greedy, math

[walk_alone's solution](#)

718.

1400C

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

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[walk_alone's solution](#)

719.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[walk_alone's solution](#)

720.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-20 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[walk_alone's solution](#)

721.

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2018-08-14 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[walk_alone's solution](#)

722.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,524 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[walk_alone's solution](#)

723.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[walk_alone's solution](#)

724.

1862E

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Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[walk_alone's solution](#)

725.

1822E

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

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[walk_alone's solution](#)

726.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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727.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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728.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-21 · last AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[walk_alone's solution](#)

729.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[walk_alone's solution](#)

730.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, strings

[walk_alone's solution](#)

731.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[walk_alone's solution](#)

732.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[walk_alone's solution](#)

733.

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[walk_alone's solution](#)

734.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[walk_alone's solution](#)

735.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[walk_alone's solution](#)

736.

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[walk_alone's solution](#)

737.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,800 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[walk_alone's solution](#)

738.

1730B

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Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy,

implementation, math, ternary search

[walk_alone's solution](#)

739.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[walk_alone's solution](#)

740.

1702E

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

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[walk_alone's solution](#)

741.

1671D

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Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[walk_alone's solution](#)

742.

1698D

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Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[walk_alone's solution](#)

743.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[walk_alone's solution](#)

744.

1687A

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Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[walk_alone's solution](#)

745.

1680C

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Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[walk_alone's solution](#)

746.

28B

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Quality: 5,520 global accepts · Rating: 1600 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[walk_alone's solution](#)

747.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[walk_alone's solution](#)

748.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

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749.

1660E

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Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[walk_alone's solution](#)

750.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[walk_alone's solution](#)

751.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

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752.

1658D1

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Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[walk_alone's solution](#)

753.

1484C

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Rating: 1600 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, greedy, implementation

[walk_alone's solution](#)

754.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,631 global accepts · Rating: 1600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[walk_alone's solution](#)

755.

453A

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Quality: 12,443 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[walk_alone's solution](#)

756.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[walk_alone's solution](#)

757.

1632C

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Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[walk_alone's solution](#)

758.

1633D

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Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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759.

1610C

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Quality: 15,624 global accepts · Rating: 1600 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[walk_alone's solution](#)

760.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
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761.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings
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762.

1615C

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Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math
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763.

1609D

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Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
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764.

1612D

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Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
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765.

1607E

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766.

1603B

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767.

1582D

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768.

1593E

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769.

1512E

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770.

1566D2

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771.

1567C

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772.

1555D

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773.

1530D

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Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
[walk_alone's solution](#)

774.

1542C

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Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · GNU C++11 (first AC) · Tags: math, number theory
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775.

1520F1

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776.

1539D

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Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
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777.

1537E1

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778.

1523C

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Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees
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779.

1526C2

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780.

1529C

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781.

1527C

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782.

1519D

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Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers
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783.

1511D

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Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · last AC: 2021-04-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
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784.

1514C

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Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: greedy, number theory
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785.

1513C

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786.

1504C

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787.

1498C

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788.

1483A

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Rating: 1600 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
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789.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

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[walk_alone's solution](#)

790.

1486C1

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Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive

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791.

660C

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792.

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

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793.

1476C

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Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, graphs, greedy

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794.

1015D

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Quality: 8,961 global accepts · Rating: 1600 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

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795.

1396A

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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-10-08 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

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796.

1407C

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Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

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797.

722C

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798.

1916D

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799.

1901D

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Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

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800.

1893B

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[walk_alone's solution](#)

801.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

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802.

1826D

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[walk_alone's solution](#)

803.

1822F

[Gardening Friends](#) · [Tutorial](#)

Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[walk_alone's solution](#)

804.

1822G1

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Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[walk_alone's solution](#)

805.

1810D

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[walk_alone's solution](#)

806.

294B

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807.

474D

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808.

1776F

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809.

1799C

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810.

1777C

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811.

1783C

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812.

1779D

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[walk_alone's solution](#)

813.

1770C

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814.

1731C

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815.

1731D

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816.

1772E

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817.

1765D

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818.

1760G

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819.

1743D

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[walk_alone's solution](#)

820.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[walk_alone's solution](#)

821.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[walk_alone's solution](#)

822.

385C

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

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[walk_alone's solution](#)

823.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[walk_alone's solution](#)

824.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[walk_alone's solution](#)

825.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[walk_alone's solution](#)

826.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[walk_alone's solution](#)

827.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[walk_alone's solution](#)

828.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, strings

[walk_alone's solution](#)

829.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[walk_alone's solution](#)

830.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[walk_alone's solution](#)

831.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[walk_alone's solution](#)

832.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[walk_alone's solution](#)

833.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[walk_alone's solution](#)

834.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[walk_alone's solution](#)

835.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[walk_alone's solution](#)

836.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[walk_alone's solution](#)

837.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[walk_alone's solution](#)

838.

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[walk_alone's solution](#)

839.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[walk_alone's solution](#)

840.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, number theory
[walk_alone's solution](#)

841.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[walk_alone's solution](#)

842.

1480C

[Searching Local Minimum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, math, ternary search
[walk_alone's solution](#)

843.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[walk_alone's solution](#)

844.

1629D

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

Rating: 1700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[walk_alone's solution](#)

845.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[walk_alone's solution](#)

846.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
[walk_alone's solution](#)

847.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[walk_alone's solution](#)

848.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
[walk_alone's solution](#)

849.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, math
[walk_alone's solution](#)

850.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[walk_alone's solution](#)

851.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[walk_alone's solution](#)

852.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[walk_alone's solution](#)

853.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[walk_alone's solution](#)

854.

1586C

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

Rating: 1700 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[walk_alone's solution](#)

855.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[walk_alone's solution](#)

856.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[walk_alone's solution](#)

857.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[walk_alone's solution](#)

858.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[walk_alone's solution](#)

859.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[walk_alone's solution](#)

860.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[walk_alone's solution](#)

861.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[walk_alone's solution](#)

862.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory
[walk_alone's solution](#)

863.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math
[walk_alone's solution](#)

864.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
[walk_alone's solution](#)

865.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[walk_alone's solution](#)

866.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, math
[walk_alone's solution](#)

867.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation
[walk_alone's solution](#)

868.

1543D1

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

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[walk_alone's solution](#)

869.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · GNU C++11 (first AC) · Tags: games, math, number theory
[walk_alone's solution](#)

870.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[walk_alone's solution](#)

871.

1529D

[Kavi on Pairing Duty](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[walk_alone's solution](#)

872.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[walk_alone's solution](#)

873.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[walk_alone's solution](#)

874.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[walk_alone's solution](#)

875.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[walk_alone's solution](#)

876.

1485C

[Floor and Mod](#) · [Tutorial](#)

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

[walk_alone's solution](#)

877.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[walk_alone's solution](#)

878.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[walk_alone's solution](#)

879.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[walk_alone's solution](#)

880.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[walk_alone's solution](#)

881.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[walk_alone's solution](#)

882.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,718 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[walk_alone's solution](#)

883.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[walk_alone's solution](#)

884.

1862F

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

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp

[walk_alone's solution](#)

885.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[walk_alone's solution](#)

886.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[walk_alone's solution](#)

887.

1833G

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

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[walk_alone's solution](#)

888.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[walk_alone's solution](#)

889.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[walk_alone's solution](#)

890.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[walk_alone's solution](#)

891.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[walk_alone's solution](#)

892.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[walk_alone's solution](#)

893.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[walk_alone's solution](#)

894.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[walk_alone's solution](#)

895.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[walk_alone's solution](#)

896.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[walk_alone's solution](#)

897.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[walk_alone's solution](#)

898.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[walk_alone's solution](#)

899.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[walk_alone's solution](#)

900.

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[walk_alone's solution](#)

901.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-07 · last AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics,

math, number theory
[walk_alone's solution](#)

902.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[walk_alone's solution](#)

903.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[walk_alone's solution](#)

904.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[walk_alone's solution](#)

905.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,917 global accepts · Rating: 1800 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[walk_alone's solution](#)

906.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[walk_alone's solution](#)

907.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[walk_alone's solution](#)

908.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[walk_alone's solution](#)

909.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[walk_alone's solution](#)

910.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[walk_alone's solution](#)

911.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[walk_alone's solution](#)

912.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[walk_alone's solution](#)

913.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,269 global accepts · Rating: 1800 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[walk_alone's solution](#)

914.

1674F

[Desktop Rearrangement](#) · [Tutorial](#)

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[walk_alone's solution](#)

915.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[walk_alone's solution](#)

916.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[walk_alone's solution](#)

917.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[walk_alone's solution](#)

918.

1648B

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Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[walk_alone's solution](#)

919.

1402A

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Quality: 1,354 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[walk_alone's solution](#)

920.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[walk_alone's solution](#)

921.

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[walk_alone's solution](#)

922.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[walk_alone's solution](#)

923.

1631D

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

Rating: 1800 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[walk_alone's solution](#)

924.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[walk_alone's solution](#)

925.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[walk_alone's solution](#)

926.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

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927.

1611F

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Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[walk_alone's solution](#)

928.

38E

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Quality: 2,998 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[walk_alone's solution](#)

929.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[walk_alone's solution](#)

930.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[walk_alone's solution](#)

931.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[walk_alone's solution](#)

932.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[walk_alone's solution](#)

933.

300C

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

Quality: 11,760 global accepts · Rating: 1800 · first AC: 2021-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics
[walk_alone's solution](#)

934.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2021-10-03 · last AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[walk_alone's solution](#)

935.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[walk_alone's solution](#)

936.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings
[walk_alone's solution](#)

937.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[walk_alone's solution](#)

938.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[walk_alone's solution](#)

939.

1549D

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

Rating: 1800 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers
[walk_alone's solution](#)

940.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[walk_alone's solution](#)

941.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · GNU C++11 (first AC) · Tags: binary search, bitmasks, greedy, implementation
[walk_alone's solution](#)

942.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[walk_alone's solution](#)

943.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[walk_alone's solution](#)

944.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[walk_alone's solution](#)

945.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[walk_alone's solution](#)

946.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[walk_alone's solution](#)

947.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy

[walk_alone's solution](#)

948.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-04-16 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: dp, greedy

[walk_alone's solution](#)

949.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[walk_alone's solution](#)

950.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[walk_alone's solution](#)

951.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[walk_alone's solution](#)

952.

1058D

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

Rating: 1800 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: geometry

[walk_alone's solution](#)

953.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2018-10-06 · last AC: 2018-10-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[walk_alone's solution](#)

954.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[walk_alone's solution](#)

955.

1899G

[Unusual Entertainment](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[walk_alone's solution](#)

956.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[walk_alone's solution](#)

957.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[walk_alone's solution](#)

958.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[walk_alone's solution](#)

959.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[walk_alone's solution](#)

960.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[walk_alone's solution](#)

961.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[walk_alone's solution](#)

962.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[walk_alone's solution](#)

963.

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[walk_alone's solution](#)

964.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[walk_alone's solution](#)

965.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[walk_alone's solution](#)

966.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[walk_alone's solution](#)

967.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[walk_alone's solution](#)

968.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[walk_alone's solution](#)

969.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[walk_alone's solution](#)

970.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[walk_alone's solution](#)

971.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[walk_alone's solution](#)

972.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[walk_alone's solution](#)

973.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[walk_alone's solution](#)

974.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[walk_alone's solution](#)

975.

1739D

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Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[walk_alone's solution](#)

976.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math

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977.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[walk_alone's solution](#)

978.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[walk_alone's solution](#)

979.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[walk_alone's solution](#)

980.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[walk_alone's solution](#)

981.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[walk_alone's solution](#)

982.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[walk_alone's solution](#)

983.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[walk_alone's solution](#)

984.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[walk_alone's solution](#)

985.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[walk_alone's solution](#)

986.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[walk_alone's solution](#)

987.

1697D

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Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[walk_alone's solution](#)

988.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[walk_alone's solution](#)

989.

1272E

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

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[walk_alone's solution](#)

990.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[walk_alone's solution](#)

991.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[walk_alone's solution](#)

992.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[walk_alone's solution](#)

993.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers
[walk_alone's solution](#)

994.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[walk_alone's solution](#)

995.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[walk_alone's solution](#)

996.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, two pointers
[walk_alone's solution](#)

997.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[walk_alone's solution](#)

998.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
[walk_alone's solution](#)

999.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
[walk_alone's solution](#)

1000.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation
[walk_alone's solution](#)

1001.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[walk_alone's solution](#)

1002.

1480D1

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

Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[walk_alone's solution](#)

1003.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: games

[walk_alone's solution](#)

1004.

1509D

[Binary Literature](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[walk_alone's solution](#)

1005.

1484D

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[walk_alone's solution](#)

1006.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[walk_alone's solution](#)

1007.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[walk_alone's solution](#)

1008.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[walk_alone's solution](#)

1009.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[walk_alone's solution](#)

1010.

1265D

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

Rating: 1900 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[walk_alone's solution](#)

1011.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[walk_alone's solution](#)

1012.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings
[walk_alone's solution](#)

1013.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[walk_alone's solution](#)

1014.

1624G

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Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
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1015.

1591D

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

Rating: 1900 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, math, sortings
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1016.

1620E

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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
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1017.

1613D

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1018.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees
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1019.

1601B

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Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
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1020.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
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1021.

1512F

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Quality: 6,817 global accepts · Rating: 1900 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
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1022.

1569D

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[walk_alone's solution](#)

1023.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[walk_alone's solution](#)

1024.

535D

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

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2021-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

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1025.

1558B

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1026.

1012B

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1027.

1547F

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1028.

1546D

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

Rating: 1900 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[walk_alone's solution](#)

1029.

1543C

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Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[walk_alone's solution](#)

1030.

1483B

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Rating: 1900 · first AC: 2021-07-01 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[walk_alone's solution](#)

1031.

1430E

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Quality: 7,334 global accepts · Rating: 1900 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

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1032.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: constructive algorithms, games
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1033.

981D

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Quality: 3,549 global accepts · Rating: 1900 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy
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1034.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers
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1035.

1490G

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Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, math
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1036.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, two pointers
[walk_alone's solution](#)

1037.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: games, greedy
[walk_alone's solution](#)

1038.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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1039.

607B

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Quality: 16,317 global accepts · Rating: 1900 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: dp
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1040.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: binary search, interactive
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1041.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-18 · last AC: 2021-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[walk_alone's solution](#)

1042.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,793 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy
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1043.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
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1044.

1893C

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Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[walk_alone's solution](#)

1045.

1891F

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Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
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1046.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings
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1047.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[walk_alone's solution](#)

1048.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
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1049.

1857G

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Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees
[walk_alone's solution](#)

1050.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
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1051.

1816D

[Sum Graph](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation, interactive, shortest paths, trees
[walk_alone's solution](#)

1052.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[walk_alone's solution](#)

1053.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[walk_alone's solution](#)

1054.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

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1055.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[walk_alone's solution](#)

1056.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[walk_alone's solution](#)

1057.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[walk_alone's solution](#)

1058.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[walk_alone's solution](#)

1059.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, sortings

[walk_alone's solution](#)

1060.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

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1061.

1682D

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Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-30 · last AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

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1062.

1753C

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Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
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1063.

1741F

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Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, sortings
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1064.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
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1065.

1726D

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Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[walk_alone's solution](#)

1066.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths
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1067.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
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1068.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math
[walk_alone's solution](#)

1069.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
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1070.

1696E

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Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
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1071.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings
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1072.

1685B

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1073.

1680E

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Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

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1074.

1674E

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[walk_alone's solution](#)

1075.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[walk_alone's solution](#)

1076.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

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1077.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[walk_alone's solution](#)

1078.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

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1079.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[walk_alone's solution](#)

1080.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

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1081.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

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1082.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

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1083.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

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1084.

1613E

[Crazy Robot](#) · [Tutorial](#)

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1085.

1058E

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

Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

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1086.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[walk_alone's solution](#)

1087.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

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1088.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[walk_alone's solution](#)

1089.

1638D

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Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

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1090.

1634D

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Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[walk_alone's solution](#)

1091.

1632D

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Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[walk_alone's solution](#)

1092.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[walk_alone's solution](#)

1093.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[walk_alone's solution](#)

1094.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[walk_alone's solution](#)

1095.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[walk_alone's solution](#)

1096.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[walk_alone's solution](#)

1097.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

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1098.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[walk_alone's solution](#)

1099.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[walk_alone's solution](#)

1100.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[walk_alone's solution](#)

1101.

27E

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

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[walk_alone's solution](#)

1102.

1588B

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

Rating: 2000 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[walk_alone's solution](#)

1103.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

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1104.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[walk_alone's solution](#)

1105.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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1106.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[walk_alone's solution](#)

1107.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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1108.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: binary search, brute force, dp

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1109.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-14 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[walk_alone's solution](#)

1110.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-20 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[walk_alone's solution](#)

1111.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[walk_alone's solution](#)

1112.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[walk_alone's solution](#)

1113.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[walk_alone's solution](#)

1114.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[walk_alone's solution](#)

1115.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[walk_alone's solution](#)

1116.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[walk_alone's solution](#)

1117.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[walk_alone's solution](#)

1118.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[walk_alone's solution](#)

1119.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[walk_alone's solution](#)

1120.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[walk_alone's solution](#)

1121.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[walk_alone's solution](#)

1122.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[walk_alone's solution](#)

1123.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math

[walk_alone's solution](#)

1124.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[walk_alone's solution](#)

1125.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[walk_alone's solution](#)

1126.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[walk_alone's solution](#)

1127.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[walk_alone's solution](#)

1128.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[walk_alone's solution](#)

1129.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[walk_alone's solution](#)

1130.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[walk_alone's solution](#)

1131.

1790F

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

Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · last AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs

and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

[walk_alone's solution](#)

1132.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[walk_alone's solution](#)

1133.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[walk_alone's solution](#)

1134.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[walk_alone's solution](#)

1135.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[walk_alone's solution](#)

1136.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[walk_alone's solution](#)

1137.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[walk_alone's solution](#)

1138.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[walk_alone's solution](#)

1139.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[walk_alone's solution](#)

1140.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2022-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[walk_alone's solution](#)

1141.

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[walk_alone's solution](#)

1142.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[walk_alone's solution](#)**1143.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[walk_alone's solution](#)**1144.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[walk_alone's solution](#)**1145.**

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[walk_alone's solution](#)**1146.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[walk_alone's solution](#)**1147.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[walk_alone's solution](#)**1148.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[walk_alone's solution](#)**1149.**

1668D

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

Rating: 2100 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[walk_alone's solution](#)**1150.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[walk_alone's solution](#)**1151.**

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math,

strings

[walk_alone's solution](#)

1152.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-03-12 · last AC: 2022-04-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[walk_alone's solution](#)

1153.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[walk_alone's solution](#)

1154.

1650G

[Counting Shortcuts](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2100 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[walk_alone's solution](#)

1155.

793D

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

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[walk_alone's solution](#)

1156.

166B

[Polygons](#) · [Tutorial](#)

Quality: 3,030 global accepts · Rating: 2100 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[walk_alone's solution](#)

1157.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[walk_alone's solution](#)

1158.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[walk_alone's solution](#)

1159.

1629F1

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

Rating: 2100 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[walk_alone's solution](#)

1160.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[walk_alone's solution](#)

1161.

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[walk_alone's solution](#)

1162.

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry
[walk_alone's solution](#)

1163.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math
[walk_alone's solution](#)

1164.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[walk_alone's solution](#)

1165.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory
[walk_alone's solution](#)

1166.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees
[walk_alone's solution](#)

1167.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
[walk_alone's solution](#)

1168.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[walk_alone's solution](#)

1169.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2021-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs
[walk_alone's solution](#)

1170.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-21 · last AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math
[walk_alone's solution](#)

1171.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
[walk_alone's solution](#)

1172.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[walk_alone's solution](#)

1173.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[walk_alone's solution](#)

1174.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[walk_alone's solution](#)

1175.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[walk_alone's solution](#)

1176.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: data structures, sortings, trees, two pointers

[walk_alone's solution](#)

1177.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[walk_alone's solution](#)

1178.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-07-13 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[walk_alone's solution](#)

1179.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[walk_alone's solution](#)

1180.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[walk_alone's solution](#)

1181.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[walk_alone's solution](#)

1182.

1511E

[Coloring and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-14 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[walk_alone's solution](#)

1183.

1499D

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

Quality: 7,042 global accepts · Rating: 2100 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, math, number theory

[walk_alone's solution](#)

1184.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[walk_alone's solution](#)

1185.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[walk_alone's solution](#)

1186.

354C

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

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[walk_alone's solution](#)

1187.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[walk_alone's solution](#)

1188.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[walk_alone's solution](#)

1189.

730D

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

Quality: 915 global accepts · Rating: 2200 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[walk_alone's solution](#)

1190.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[walk_alone's solution](#)

1191.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive

[walk_alone's solution](#)

1192.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[walk_alone's solution](#)

1193.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, trees

[walk_alone's solution](#)

1194.

1786E

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

Rating: 2200 · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[walk_alone's solution](#)

1195.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[walk_alone's solution](#)

1196.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[walk_alone's solution](#)

1197.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[walk_alone's solution](#)

1198.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[walk_alone's solution](#)

1199.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[walk_alone's solution](#)

1200.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[walk_alone's solution](#)

1201.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[walk_alone's solution](#)

1202.

1785C

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

Rating: 2200 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[walk_alone's solution](#)**1203.**

1789D

[Serval and Shift-Shift-Shift · Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[walk_alone's solution](#)**1204.**

1788E

[Sum Over Zero · Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp

[walk_alone's solution](#)**1205.**

1763E

[Node Pairs · Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory

[walk_alone's solution](#)**1206.**

1772G

[Gaining Rating · Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-27 · last AC: 2022-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[walk_alone's solution](#)**1207.**

1765F

[Chemistry Lab · Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry, probabilities

[walk_alone's solution](#)**1208.**

1765H

[Hospital Queue · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[walk_alone's solution](#)**1209.**

1470D

[Strange Housing · Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[walk_alone's solution](#)**1210.**

1278E

[Tests for problem D · Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[walk_alone's solution](#)**1211.**

1575H

[Holiday Wall Ornaments · Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[walk_alone's solution](#)

1212.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-03-15 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[walk_alone's solution](#)

1213.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2022-10-18 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[walk_alone's solution](#)

1214.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[walk_alone's solution](#)

1215.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[walk_alone's solution](#)

1216.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[walk_alone's solution](#)

1217.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[walk_alone's solution](#)

1218.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[walk_alone's solution](#)

1219.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[walk_alone's solution](#)

1220.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · last AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[walk_alone's solution](#)

1221.

385D

[Bear and Floodlight](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 2200 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, geometry

[walk_alone's solution](#)

1222.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[walk_alone's solution](#)

1223.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[walk_alone's solution](#)

1224.

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[walk_alone's solution](#)

1225.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[walk_alone's solution](#)

1226.

1478F

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, sortings

[walk_alone's solution](#)

1227.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[walk_alone's solution](#)

1228.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[walk_alone's solution](#)

1229.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[walk_alone's solution](#)

1230.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[walk_alone's solution](#)

1231.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[walk_alone's solution](#)

1232.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[walk_alone's solution](#)

1233.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[walk_alone's solution](#)

1234.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities

[walk_alone's solution](#)

1235.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[walk_alone's solution](#)

1236.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[walk_alone's solution](#)

1237.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[walk_alone's solution](#)

1238.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[walk_alone's solution](#)

1239.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[walk_alone's solution](#)

1240.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[walk_alone's solution](#)

1241.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[walk_alone's solution](#)

1242.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[walk_alone's solution](#)

1243.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[walk_alone's solution](#)

1244.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[walk_alone's solution](#)

1245.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[walk_alone's solution](#)

1246.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[walk_alone's solution](#)

1247.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[walk_alone's solution](#)

1248.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[walk_alone's solution](#)

1249.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings

[walk_alone's solution](#)

1250.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[walk_alone's solution](#)

1251.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[walk_alone's solution](#)

1252.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[walk_alone's solution](#)

1253.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[walk_alone's solution](#)

1254.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[walk_alone's solution](#)

1255.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[walk_alone's solution](#)

1256.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[walk_alone's solution](#)

1257.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[walk_alone's solution](#)

1258.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[walk_alone's solution](#)

1259.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[walk_alone's solution](#)

1260.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[walk_alone's solution](#)

1261.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[walk_alone's solution](#)

1262.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[walk_alone's solution](#)

1263.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[walk_alone's solution](#)

1264.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[walk_alone's solution](#)

1265.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[walk_alone's solution](#)

1266.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings
[walk_alone's solution](#)

1267.

1543D2

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

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive, math
[walk_alone's solution](#)

1268.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees
[walk_alone's solution](#)

1269.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
[walk_alone's solution](#)

1270.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
[walk_alone's solution](#)

1271.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
[walk_alone's solution](#)

1272.

1520F2

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

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[walk_alone's solution](#)

1273.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[walk_alone's solution](#)

1274.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[walk_alone's solution](#)

1275.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-05-20 · last AC: 2021-05-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[walk_alone's solution](#)

1276.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[walk_alone's solution](#)

1277.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[walk_alone's solution](#)

1278.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[walk_alone's solution](#)

1279.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2018-08-15 · last AC: 2018-10-27 · GNU C++ (first AC) · Tags: bitmasks, dp, games

[walk_alone's solution](#)

1280.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[walk_alone's solution](#)

1281.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[walk_alone's solution](#)

1282.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[walk_alone's solution](#)

1283.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[walk_alone's solution](#)

1284.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[walk_alone's solution](#)

1285.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[walk_alone's solution](#)

1286.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[walk_alone's solution](#)

1287.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[walk_alone's solution](#)

1288.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[walk_alone's solution](#)

1289.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[walk_alone's solution](#)

1290.

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[walk_alone's solution](#)

1291.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[walk_alone's solution](#)

1292.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[walk_alone's solution](#)

1293.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[walk_alone's solution](#)

1294.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[walk_alone's solution](#)

1295.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[walk_alone's solution](#)

1296.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[walk_alone's solution](#)

1297.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

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1298.

1743F

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

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1299.

1728E

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Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

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1300.

1712E1

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1301.

1132E

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Quality: 1,970 global accepts · Rating: 2300 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy

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1302.

808G

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1303.

385E

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Quality: 666 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
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1304.

1699D

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Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
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1305.

1698E

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Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
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1306.

1695D2

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Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
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1307.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths
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1308.

1691E

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Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
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1309.

1681F

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1310.

1675G

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1311.

1468M

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1312.

1658D2

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[walk_alone's solution](#)**1313.**

628E

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Quality: 1,086 global accepts · Rating: 2300 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[walk_alone's solution](#)**1314.**

1654E

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Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[walk_alone's solution](#)**1315.**

438D

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Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[walk_alone's solution](#)**1316.**

888G

[Xor-MST · Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2022-03-04 · last AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[walk_alone's solution](#)**1317.**

1628C

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Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[walk_alone's solution](#)**1318.**

1629E

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[walk_alone's solution](#)**1319.**

1625D

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Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[walk_alone's solution](#)**1320.**

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

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[walk_alone's solution](#)**1321.**

1621E

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Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[walk_alone's solution](#)

1322.

1623D

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Quality: 1,469 global accepts · Rating: 2300 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities

[walk_alone's solution](#)

1323.

311E

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1324.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

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[walk_alone's solution](#)

1325.

1588C

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[walk_alone's solution](#)

1326.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[walk_alone's solution](#)

1327.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[walk_alone's solution](#)

1328.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[walk_alone's solution](#)

1329.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

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1330.

1603C

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1331.

1601C

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[walk_alone's solution](#)

1332.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

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1333.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

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[walk_alone's solution](#)

1334.

1592D

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Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[walk_alone's solution](#)

1335.

1536E

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Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[walk_alone's solution](#)

1336.

1513E

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1337.

1550D

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1338.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

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1339.

1552E

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1340.

1553F

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1341.

1528C

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Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

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1342.

1540B

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Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[walk_alone's solution](#)

1343.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-17 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[walk_alone's solution](#)

1344.

1236D

[Alice and the Doll](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

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1345.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[walk_alone's solution](#)

1346.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

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1347.

1886E

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1348.

1874B

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[walk_alone's solution](#)

1349.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[walk_alone's solution](#)

1350.

1860E

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Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[walk_alone's solution](#)

1351.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, greedy

[walk_alone's solution](#)

1352.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · last AC: 2023-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[walk_alone's solution](#)**1353.**

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[walk_alone's solution](#)**1354.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[walk_alone's solution](#)**1355.**

1830C

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[walk_alone's solution](#)**1356.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[walk_alone's solution](#)**1357.**

1780E

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Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[walk_alone's solution](#)**1358.**

1792E

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Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-09-01 · last AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[walk_alone's solution](#)**1359.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[walk_alone's solution](#)**1360.**

1844E

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Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[walk_alone's solution](#)**1361.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[walk_alone's solution](#)

1362.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

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1363.

1832D2

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Quality: 2,345 global accepts · Rating: 2400 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[walk_alone's solution](#)

1364.

1827B2

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[walk_alone's solution](#)

1365.

1826E

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1366.

1818E

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1367.

1817C

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1368.

1027F

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Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[walk_alone's solution](#)

1369.

1779E

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[walk_alone's solution](#)

1370.

1770E

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Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[walk_alone's solution](#)

1371.

1765A

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Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[walk_alone's solution](#)

1372.

1764E

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Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
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1373.

1725L

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Quality: 1,098 global accepts · Rating: 2400 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures
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1374.

1667C

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Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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1375.

1673F

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1376.

1634E

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[walk_alone's solution](#)

1377.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers
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1378.

1738F

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[walk_alone's solution](#)

1379.

1494E

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1380.

1753D

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[walk_alone's solution](#)

1381.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[walk_alone's solution](#)

1382.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[walk_alone's solution](#)

1383.

1436E

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Quality: 2,674 global accepts · Rating: 2400 · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[walk_alone's solution](#)

1384.

873F

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Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, string suffix structures, strings

[walk_alone's solution](#)

1385.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[walk_alone's solution](#)

1386.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[walk_alone's solution](#)

1387.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[walk_alone's solution](#)

1388.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[walk_alone's solution](#)

1389.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[walk_alone's solution](#)

1390.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-09-10 · last AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[walk_alone's solution](#)

1391.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[walk_alone's solution](#)

1392.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[walk_alone's solution](#)

1393.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2022-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[walk_alone's solution](#)

1394.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[walk_alone's solution](#)

1395.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[walk_alone's solution](#)

1396.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[walk_alone's solution](#)

1397.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[walk_alone's solution](#)

1398.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[walk_alone's solution](#)

1399.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[walk_alone's solution](#)

1400.

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[walk_alone's solution](#)

1401.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[walk_alone's solution](#)

1402.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[walk_alone's solution](#)

1403.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[walk_alone's solution](#)

1404.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,504 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[walk_alone's solution](#)

1405.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation
[walk_alone's solution](#)

1406.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[walk_alone's solution](#)

1407.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[walk_alone's solution](#)

1408.

1631F

[Flipping Range](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[walk_alone's solution](#)

1409.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math
[walk_alone's solution](#)

1410.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[walk_alone's solution](#)

1411.

1629F2

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

Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games
[walk_alone's solution](#)

1412.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[walk_alone's solution](#)**1413.**

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[walk_alone's solution](#)**1414.**

1591E

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

Rating: 2400 · first AC: 2022-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[walk_alone's solution](#)**1415.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[walk_alone's solution](#)**1416.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[walk_alone's solution](#)**1417.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[walk_alone's solution](#)**1418.**

1617D2

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

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[walk_alone's solution](#)**1419.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[walk_alone's solution](#)**1420.**

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, trees

[walk_alone's solution](#)**1421.**

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[walk_alone's solution](#)

1422.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[walk_alone's solution](#)

1423.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[walk_alone's solution](#)

1424.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[walk_alone's solution](#)

1425.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[walk_alone's solution](#)

1426.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[walk_alone's solution](#)

1427.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[walk_alone's solution](#)

1428.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: binary search, graphs

[walk_alone's solution](#)

1429.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-07-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, strings

[walk_alone's solution](#)

1430.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[walk_alone's solution](#)

1431.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[walk_alone's solution](#)

1432.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: data structures, dp

[walk_alone's solution](#)

1433.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[walk_alone's solution](#)

1434.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2500 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[walk_alone's solution](#)

1435.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[walk_alone's solution](#)

1436.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · last AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[walk_alone's solution](#)

1437.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-09-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[walk_alone's solution](#)

1438.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[walk_alone's solution](#)

1439.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-09-22 · last AC: 2023-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings

[walk_alone's solution](#)

1440.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[walk_alone's solution](#)

1441.

45F

[Goats and Wolves](#) · [Tutorial](#)

Quality: 167 global accepts · Rating: 2500 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[walk_alone's solution](#)

1442.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2023-09-07 · last AC: 2023-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics,

dp, math, probabilities

[walk_alone's solution](#)

1443.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[walk_alone's solution](#)

1444.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[walk_alone's solution](#)

1445.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[walk_alone's solution](#)

1446.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[walk_alone's solution](#)

1447.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[walk_alone's solution](#)

1448.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[walk_alone's solution](#)

1449.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math

[walk_alone's solution](#)

1450.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, math

[walk_alone's solution](#)

1451.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[walk_alone's solution](#)

1452.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[walk_alone's solution](#)

1453.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[walk_alone's solution](#)

1454.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[walk_alone's solution](#)

1455.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[walk_alone's solution](#)

1456.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[walk_alone's solution](#)

1457.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[walk_alone's solution](#)

1458.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[walk_alone's solution](#)

1459.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2500 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[walk_alone's solution](#)

1460.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[walk_alone's solution](#)

1461.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[walk_alone's solution](#)

1462.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[walk_alone's solution](#)

1463.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[walk_alone's solution](#)

1464.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[walk_alone's solution](#)

1465.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
[walk_alone's solution](#)

1466.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[walk_alone's solution](#)

1467.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, strings
[walk_alone's solution](#)

1468.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices
[walk_alone's solution](#)

1469.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[walk_alone's solution](#)

1470.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs
[walk_alone's solution](#)

1471.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[walk_alone's solution](#)

1472.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[walk_alone's solution](#)

1473.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[walk_alone's solution](#)

1474.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[walk_alone's solution](#)

1475.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[walk_alone's solution](#)

1476.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[walk_alone's solution](#)

1477.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[walk_alone's solution](#)

1478.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[walk_alone's solution](#)

1479.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[walk_alone's solution](#)

1480.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy

[walk_alone's solution](#)

1481.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[walk_alone's solution](#)

1482.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[walk_alone's solution](#)

1483.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[walk_alone's solution](#)

1484.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[walk_alone's solution](#)

1485.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[walk_alone's solution](#)

1486.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[walk_alone's solution](#)

1487.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[walk_alone's solution](#)

1488.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[walk_alone's solution](#)

1489.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[walk_alone's solution](#)

1490.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[walk_alone's solution](#)

1491.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[walk_alone's solution](#)

1492.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[walk_alone's solution](#)

1493.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[walk_alone's solution](#)

1494.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[walk_alone's solution](#)

1495.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[walk_alone's solution](#)

1496.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[walk_alone's solution](#)

1497.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[walk_alone's solution](#)

1498.

1529F

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[walk_alone's solution](#)

1499.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[walk_alone's solution](#)

1500.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[walk_alone's solution](#)

1501.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[walk_alone's solution](#)

1502.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[walk_alone's solution](#)

1503.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[walk_alone's solution](#)

1504.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[walk_alone's solution](#)

1505.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: binary search, graph matchings, greedy

[walk_alone's solution](#)

1506.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-05-18 · last AC: 2021-05-18 · GNU C++11 (first AC) · Tags: data structures

[walk_alone's solution](#)

1507.

1521D

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

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[walk_alone's solution](#)

1508.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-23 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[walk_alone's solution](#)

1509.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[walk_alone's solution](#)

1510.

1492E

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

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[walk_alone's solution](#)

1511.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[walk_alone's solution](#)

1512.

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[walk_alone's solution](#)

1513.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[walk_alone's solution](#)

1514.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-09-21 · last AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[walk_alone's solution](#)

1515.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[walk_alone's solution](#)

1516.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[walk_alone's solution](#)

1517.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[walk_alone's solution](#)

1518.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[walk_alone's solution](#)

1519.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2023-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[walk_alone's solution](#)

1520.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[walk_alone's solution](#)

1521.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[walk_alone's solution](#)

1522.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[walk_alone's solution](#)

1523.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[walk_alone's solution](#)

1524.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[walk_alone's solution](#)

1525.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[walk_alone's solution](#)

1526.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[walk_alone's solution](#)

1527.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[walk_alone's solution](#)

1528.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-01 · last AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[walk_alone's solution](#)

1529.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[walk_alone's solution](#)

1530.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[walk_alone's solution](#)

1531.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[walk_alone's solution](#)

1532.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[walk_alone's solution](#)

1533.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
[walk_alone's solution](#)

1534.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[walk_alone's solution](#)

1535.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[walk_alone's solution](#)

1536.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[walk_alone's solution](#)

1537.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[walk_alone's solution](#)

1538.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
[walk_alone's solution](#)

1539.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings
[walk_alone's solution](#)

1540.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math
[walk_alone's solution](#)

1541.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[walk_alone's solution](#)

1542.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft
[walk_alone's solution](#)

1543.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[walk_alone's solution](#)

1544.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
[walk_alone's solution](#)

1545.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2021-10-15 · last AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[walk_alone's solution](#)

1546.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · last AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees
[walk_alone's solution](#)

1547.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[walk_alone's solution](#)

1548.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · last AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[walk_alone's solution](#)

1549.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[walk_alone's solution](#)

1550.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures
[walk_alone's solution](#)

1551.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, number theory
[walk_alone's solution](#)

1552.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities
[walk_alone's solution](#)

1553.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[walk_alone's solution](#)

1554.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · last AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[walk_alone's solution](#)

1555.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[walk_alone's solution](#)

1556.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[walk_alone's solution](#)

1557.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2023-02-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[walk_alone's solution](#)

1558.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[walk_alone's solution](#)

1559.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2022-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[walk_alone's solution](#)

1560.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[walk_alone's solution](#)

1561.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2700 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[walk_alone's solution](#)

1562.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[walk_alone's solution](#)

1563.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[walk_alone's solution](#)

1564.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[walk_alone's solution](#)

1565.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[walk_alone's solution](#)

1566.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[walk_alone's solution](#)

1567.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[walk_alone's solution](#)

1568.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[walk_alone's solution](#)

1569.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[walk_alone's solution](#)

1570.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[walk_alone's solution](#)

1571.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[walk_alone's solution](#)

1572.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[walk_alone's solution](#)

1573.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-26 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[walk_alone's solution](#)

1574.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[walk_alone's solution](#)

1575.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-09-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[walk_alone's solution](#)

1576.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[walk_alone's solution](#)

1577.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[walk_alone's solution](#)

1578.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: dp, math

[walk_alone's solution](#)

1579.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[walk_alone's solution](#)

1580.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[walk_alone's solution](#)

1581.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[walk_alone's solution](#)

1582.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[walk_alone's solution](#)

1583.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[walk_alone's solution](#)

1584.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: flows

[walk_alone's solution](#)

1585.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dsu, trees

[walk_alone's solution](#)

1586.

1721F

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

Quality: 514 global accepts · Rating: 2800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive

[walk_alone's solution](#)

1587.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[walk_alone's solution](#)

1588.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[walk_alone's solution](#)

1589.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[walk_alone's solution](#)

1590.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2022-04-07 · last AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[walk_alone's solution](#)

1591.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[walk_alone's solution](#)

1592.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[walk_alone's solution](#)

1593.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[walk_alone's solution](#)

1594.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[walk_alone's solution](#)

1595.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[walk_alone's solution](#)

1596.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[walk_alone's solution](#)

1597.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: dp, math

[walk_alone's solution](#)

1598.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[walk_alone's solution](#)

1599.

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[walk_alone's solution](#)

1600.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[walk_alone's solution](#)

1601.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-07-06 · last AC: 2022-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[walk_alone's solution](#)

1602.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[walk_alone's solution](#)

1603.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[walk_alone's solution](#)

1604.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[walk_alone's solution](#)

1605.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[walk_alone's solution](#)

1606.

1668F

[Edge Elimination](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[walk_alone's solution](#)

1607.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[walk_alone's solution](#)

1608.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2021-10-06 · last AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[walk_alone's solution](#)

1609.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities

[walk_alone's solution](#)

1610.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-07-28 · GNU C++11 (first AC) · Tags: binary search, data structures, flows

[walk_alone's solution](#)

1611.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-29 · GNU C++11 (first AC) · Tags: dp, math

[walk_alone's solution](#)

1612.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry

[walk_alone's solution](#)

1613.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[walk_alone's solution](#)

1614.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2022-03-13 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[walk_alone's solution](#)

1615.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[walk_alone's solution](#)

1616.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2021-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[walk_alone's solution](#)

1617.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[walk_alone's solution](#)

1618.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2018-08-22 · GNU C++ (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[walk_alone's solution](#)

1619.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[walk_alone's solution](#)

1620.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[walk_alone's solution](#)

1621.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[walk_alone's solution](#)

1622.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[walk_alone's solution](#)

1623.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[walk_alone's solution](#)

1624.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2022-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[walk_alone's solution](#)

1625.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[walk_alone's solution](#)

1626.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: matrices

[walk_alone's solution](#)

1627.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[walk_alone's solution](#)

1628.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1629.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[walk_alone's solution](#)

1630.

104813J

[Game on a Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1631.

104813D

[A Simple MST Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1632.

104813E

[Revenge on My Boss](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · last AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1633.

104813L

[Palm Island](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1634.

104813M

[Painter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1635.

104813H

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

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1636.

104813G

[The Only Way to the Destination](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1637.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1638.

104813C

[Karshilov's Matching Problem II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1639.

102992H

[Harmonious Rectangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1640.

102992A

[Ah, It's Yesterday Once More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1641.

102992M

[Monster Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1642.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1643.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1644.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1645.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1646.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1647.

104787B

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1648.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1649.

104787C

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1650.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1651.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1652.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1653.

104787D

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

Rating: — · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1654.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1655.

104768D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1656.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · last AC: 2023-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1657.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1658.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1659.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1660.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1661.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · last AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1662.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1663.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1664.

104417K

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1665.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1666.

102821G

[Game of Primes](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1678.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · last AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1679.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · last AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1680.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · last AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1681.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · last AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1682.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · last AC: 2023-10-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1683.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · last AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1684.

104651J

[Find the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1685.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · last AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1686.

104651G

[GCD of Pattern Matching](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1687.

104651D

[Discrete Fourier Transform](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1688.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1689.

102979E

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

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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1690.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1691.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
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1692.

102979G

[Generate The Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
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1693.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1694.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1695.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1696.

104566I

[Kuririn MIRACLE](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1697.

104566G

[Couleur](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1698.

104566B

[Red Black Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1699.

104566J

[Press the Button](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1700.

104566C

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1701.

104566H

[Traveling on the Axis](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1702.

104566K

[XOR Clique](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1703.

104566A

[Live Love](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1704.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1705.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1706.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1707.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1708.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-02 · last AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1709.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1710.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1711.

103102I

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

Rating: — · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1712.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1713.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1714.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1715.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[walk_alone's solution](#)

1716.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1717.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1718.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[walk_alone's solution](#)

1719.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1720.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1721.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1722.

104337L

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1723.

104366J

[Less Time on the Road](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-20 · last AC: 2023-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1724.

104366E

[Triangle Pick](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1725.

104366D

[Concrete Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1726.

104366G

[Expected Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1727.

104366I

[Subsetting and Summing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1728.

104366H

[Light the Street](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1729.

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1730.

104366F

[MPFT](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1731.

104366A

[Cask Effect](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1732.

104366K

[The Secret Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1733.

104252C

[City Folding](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1734.

104252L

[Lazy Printing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · last AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1735.

104252A

[Asking for Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1736.

104252M

[Maze in Bolt](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1737.

104252I

[Italian Calzone & Pasta Corner](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1738.

104252E

[Empty Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1739.

104252D

[Daily Trips](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1740.

104197C

[Count Hamiltonian Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1741.

104197J

[Jewel of Data Structure Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1742.

104197D

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

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1743.

104197F

[F*** 3-Colorable Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1744.

104197I

[Increasing Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1745.

104197B

[Binary Arrays and Sliding Sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1746.

104197K

[King of Swapping](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1747.

104197A

[Adjacent Product Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1748.

104197E

[Excellent XOR Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1749.

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1750.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1751.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · last AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1752.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1753.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1754.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1755.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1756.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1757.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · last AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1758.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1759.

104172L

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

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1760.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1761.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1762.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1763.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1764.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1765.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1766.

104059C

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

Rating: — · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1767.

104120G

[Hola](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1768.

104120L

[Ladybug And The Bullet Train](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1769.

104120E

[Exam Period](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1770.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1771.

104120B

[Business Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1772.

104120C

[Company Layoffs](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1773.

104120A

[Average Walk](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1774.

104120K

[Keypad Repetitions](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1775.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · last AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1776.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1777.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1778.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1779.

103117B

[Hotpot](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1780.

103117L

[Spicy Restaurant](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1781.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1782.

103117M

[True Story](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1783.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1784.

103117A

[Chuanpai](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1785.

103117H

[Nihongo wa Muzukashii Desu](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1786.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1787.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1788.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1789.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1790.

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1791.

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1792.

104011G

[Grand Center](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1793.

104011E

[Extreme Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1794.

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · last AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1795.

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1796.

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1797.

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1798.

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1799.

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1800.

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1801.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1802.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1803.

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1804.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1805.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1806.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1807.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1808.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1809.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1810.

104081K

[S.T.O.T.C](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1811.

104081I

[T.Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1812.

104081G

[c++SubSa](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1813.

104081L

[T.Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1814.

104081H

[c++DuanNKeA](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1815.

104081E

[w.t.o.f.a](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1816.

104081A

[Q.Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1817.

104081C

[m.K.Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1818.

104090E

[Oscar is All You Need · Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1819.

104090D

[Money Game · Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1820.

104090B

[Useful Algorithm · Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1821.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · last AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1822.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1823.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1824.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1825.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1826.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1827.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1828.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1829.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1830.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1831.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1832.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1833.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1834.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1835.

104065L

[Por Una Cabeza](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1836.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1837.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1838.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1839.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1840.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1841.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1842.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1843.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1844.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1845.

103260A

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

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1846.

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1847.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1848.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1849.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1850.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · last AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1851.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1852.

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1853.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1854.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1855.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1856.

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1857.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1858.

102769H

[Holy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1859.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1860.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1861.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1862.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1863.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1864.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1865.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1866.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1867.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1868.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1869.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1870.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1871.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1872.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1873.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1874.

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1875.

103931C

[Coffee Overdose](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1876.

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1877.

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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1878.

103931B

[Bracket Query](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1879.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1880.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1881.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1882.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1883.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1884.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1885.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1886.

104008I

[Invincible Hotwheels](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1887.

104008J

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

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1888.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1889.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1890.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1891.

103964J

[Walk Around The Campsite](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · last AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1892.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1893.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1894.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1895.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1896.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1897.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1898.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1899.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1900.

103964L

[Huatuo's Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1901.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · last AC: 2022-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1902.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1903.

103466F

[Paper Grading](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · last AC: 2022-10-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1904.

103466E

[Observation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1905.

103466B

[Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1906.

103466J

[Spy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1907.

103466H

[Prince and Princess](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1908.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1909.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1910.

103466K

[Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1911.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1912.

102798E

[So Many Possibilities...](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1913.

102798B

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · last AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1914.

102798J

[Steins;Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1915.

102798C

[Rencontre](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1916.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[walk_alone's solution](#)

1917.

102798L

[Clock Master](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[walk_alone's solution](#)

1918.

102798H

[Message Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1919.

102798A

[Golden Spirit](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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1920.

102798D

[ABC Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: —

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1921.

102978H

[Harsh Comments](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

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1922.

102978B

[Bit Operation](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

1923.

102978A

[Ascending Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1924.

102978I

[Inverse Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1925.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1926.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1927.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1928.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1929.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1930.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1931.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1932.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · last AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1933.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1934.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1935.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1936.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1937.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1938.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1939.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1940.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1941.

102966B

[Baking Lucky Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

1942.

102966F

[Fitness Baker](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1943.

102966D

[Determine the Winner Marshaland](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1944.

102966E

[Enterprise Recognition Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1945.

102966H

[Hamsters Training](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1946.

102966C

[CLETS Patrols](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1947.

102966A

[Atsa's Checkers Board](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1948.

102966G

[Goombas Colliding](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1949.

102966K

[Kitchen Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1950.

102966L

[Lets Count Factors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1951.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1952.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

1953.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1954.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1955.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1956.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1957.

102835I

[Critical Structures](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1958.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

1959.

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

1960.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · last AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1961.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1962.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · last AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1963.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1964.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1965.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1966.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1967.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1968.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · last AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1969.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1970.

103688E

[Exclusive Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1971.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1972.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1973.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1974.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1975.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1976.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1977.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1978.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1979.

103443L

[Leadfoot](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1980.

103443J

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

Rating: — · first AC: 2022-07-15 · last AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1981.

103443C

[Community Service](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1982.

103443F

[What a Colorful Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1983.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1984.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1985.

103443D

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

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1986.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1987.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1988.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1989.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1990.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1991.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1992.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1993.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1994.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1995.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

1996.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1997.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1998.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · last AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

1999.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2000.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2001.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2002.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2003.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2004.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2005.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2006.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2007.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2008.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2009.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2010.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2011.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2012.

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2013.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2014.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2015.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2016.

103687M

[BpbBppbbBB](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2017.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2018.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2019.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2020.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2021.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2022.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · last AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2023.

103743C

[Jump and Treasure](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2024.

103743L

[Collecting Diamonds](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2025.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2026.

103743K

[aaaaaaaaaA heH heH nuN](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2027.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2028.

103743A

[PENTA KILL!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2029.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2030.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2031.

102861N

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

Rating: — · first AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

2032.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2033.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2034.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2035.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2036.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2037.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search

[walk_alone's solution](#)

2038.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[walk_alone's solution](#)

2039.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[walk_alone's solution](#)

2040.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[walk_alone's solution](#)

2041.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[walk_alone's solution](#)

2042.

16621

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[walk_alone's solution](#)

2043.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[walk_alone's solution](#)

2044.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[walk_alone's solution](#)

2045.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[walk_alone's solution](#)

2046.

103414B

[Guess the Array](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2047.

103708L

[The last problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · last AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2048.

103708B

[Building 5G antennas](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2049.

103708C

[Candies median](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

2050.

103708F

[Froginald the frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2051.

103708E

[Erudite of words](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2052.

103708D

[Different Pass a Ports](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2053.

103708J

[Jeffrey's ambition](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2054.

103708A

[Anya's gifts](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2055.

103708K

[Kilo Waste](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2056.

103708H

[Hog Fencing](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2057.

103708I

[Isabel's Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2058.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2059.

103049J

[Joint Excavation](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2060.

103049E

[Endgame](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2061.

103049D

[Dragon Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2062.

103049I

[Island Tour](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2063.

103049F

[Flight Collision](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2064.

103049A

[Atomic Energy](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2065.

103049H

[Hot Springs](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2066.

103049C

[Contest Struggles](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2067.

103049K

[Keyboardd](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2068.

103765A

[y>Vable°](#)

Rating: — · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2069.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2070.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2071.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2072.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2073.

102956H

[Bytelandia States Union](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2074.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2075.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2076.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2077.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2078.

100685D

[Darkwing Duck](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2079.

103729J

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

Rating: — · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2080.

103729M

[Super Star Spectacle](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2081.

103107A

[And RMQ](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2082.

103107E

[Elastic Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2083.

103107B

[Bo Bing](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2084.

103107D

[Doin' Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2085.

103107H

[Hack DSU!](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2086.

103107J

[JOJO's Factory](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2087.

103107K

[Keep Eating](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2088.

103107F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2089.

103185B

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

Rating: — · first AC: 2022-02-07 · last AC: 2022-05-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2090.

103366G

[Magic Number Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2091.

103119H

[Fly Me To The Moon](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2092.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2093.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[walk_alone's solution](#)

2094.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[walk_alone's solution](#)

2095.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[walk_alone's solution](#)

2096.

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math

[walk_alone's solution](#)

2097.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees

[walk_alone's solution](#)

2098.

1663D

[Is it rated - 3 · Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math

[walk_alone's solution](#)

2099.

103372G

[Or Machine · Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2100.

102920L

[Two Buildings · Tutorial](#)

Rating: — · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2101.

103261A

[Um_nik's Algorithm · Tutorial](#)

Rating: — · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2102.

103438K

[Amazing Tree · Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2103.

103438L

[Jason ABC · Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2104.

103438J

[ABC Legacy · Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2105.

103438G

[Max Pair Matching · Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2106.

103438F

[to Pay Respects · Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2107.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2108.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2109.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2110.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2111.

100543L

[Outer space invaders](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2112.

101201E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2113.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2114.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2115.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2116.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2117.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2118.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2119.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2120.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2121.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2122.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2123.

103389D

[On the Spot](#)

Rating: — · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

2124.

103535K

[Yiwen with Formula](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2125.

103495C

[Magical Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2126.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2127.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · last AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2128.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2129.

103447H

[What logic for? · Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[walk_alone's solution](#)

2130.

103447G

[Damaged Bicycle · Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2131.

103447D

[Math master · Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2132.

103447I

[Power and Zero · Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2133.

103447E

[Power and Modulo · Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2134.

103447J

[Local Minimum · Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2135.

103447B

[Magical Subsequence · Tutorial](#)

Rating: — · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2136.

103306E

[E-13 Storage Unit · Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2137.

103306J

[John in the Amusement Park · Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2138.

103306K

[K-Binary Repetitive Numbers · Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2139.

103306G

[Grid of Letters · Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2140.

103306D

[Dislike the Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2141.

103306C

[Cut the Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2142.

103306I

[Integer Multiplicative Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2143.

undefined261

[Discrete Roots](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · last AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: *special
[walk_alone's solution](#)

2144.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2145.

103372I

[Cities Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2146.

103372K

[Organizing Beads](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2147.

103372A

[Histogram Sequence 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2148.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2149.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[walk_alone's solution](#)

2150.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2151.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2152.

103427L

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

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2153.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2154.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2155.

103274M

[Moon Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · last AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2156.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2157.

103388A

[Assigning Prizes](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2158.

103274A

[Alien Crop Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2159.

103274F

[Fixing Subtitles](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2160.

103274J

[Just Send the Email](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2161.

103274E

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2162.

103274C

[Cypher Decypher](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2163.

103274K

[Kids at the Party](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · Python 3 (first AC) · Tags: —

[walk_alone's solution](#)

2164.

103274L

[Leonel and the powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2165.

103430H

[Messages](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2166.

103430L

[Smash the Trash](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2167.

103430F

[X-Magic Pair](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2168.

103430G

[Chat Ban](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2169.

103430B

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

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2170.

103430M

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2171.

103430N

[Haiku](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2172.

103366F

[Four Column Hanoi Tower](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · PyPy 3-64 (first AC) · Tags: —

[walk_alone's solution](#)

2173.

103366J

[LRU](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2174.

103366A

[Mio visits ACGN Exhibition](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2175.

103366H

[Hearthstone So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2176.

103366B

[Continued Fraction](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2177.

103366L

[It Rains Again](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2178.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2179.

103366K

[Many Littles Make a Mickle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2180.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2181.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2182.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2183.

103388K

[Kathmandu](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2184.

103388H

[Handling the Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2185.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2186.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2187.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2188.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2189.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2190.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2191.

103415K

[Magus Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2192.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2193.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2194.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2195.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2196.

102040C

[Divisors of the Divisors of An Integer](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2197.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2198.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2199.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2200.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2201.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2202.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2203.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2204.

102821E

[Edge, Path, Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · last AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2205.

102222E

[2-3-4 Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2206.

102821D

[Divide a Tree](#) · Tutorial

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2207.

102821A

[Autochess](#) · Tutorial

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2208.

102821C

[Cycle Function](#) · Tutorial

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2209.

102821J

[Jump on Axis](#) · Tutorial

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2210.

102821I

[Inventory](#) · Tutorial

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2211.

102821H

[Hack a Contest](#) · Tutorial

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2212.

102821B

[Bin Packing](#) · Tutorial

Rating: — · first AC: 2021-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2213.

103389E

[Words](#) · Tutorial

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2214.

103185M

[May I Add a Letter?](#) · Tutorial

Rating: — · first AC: 2021-11-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2215.

103389F

[Words](#) · Tutorial

Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2216.

103389B

[e;Toria](#) · Tutorial

Rating: — · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2217.

103389G

[3G-Q Tutorial](#)

Rating: — · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2218.

103389J

[g YgCzrE-AE](#)

Rating: — · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2219.

102222M

[Acyclic Orientation](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2220.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[walk_alone's solution](#)

2221.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2222.

102222H

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

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2223.

102222D

[Take Your Seat](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2224.

102222B

[Rolling The Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2225.

102222A

[Maximum Element In A Stack](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2226.

102222F

[Moving On](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2227.

102222C

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2228.

102253C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2229.

102253B

[Balala Power!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2230.

102253L

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

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2231.

102253H

[Hints of sd0061](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2232.

102253F

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2233.

102253K

[KazaQ's Socks](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2234.

102253A

[Add More Zero](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2235.

101873J

[Word Clock](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2236.

101873A

[Drawing Borders](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2237.

101873H

[Ratatoskr](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2238.

101873E

[Perpetuum Mobile](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2239.

101873F

[Plug It In](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2240.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2241.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2242.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2243.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2244.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2245.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2246.

102021J

[Jigsaw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2247.

102021G

[GPS](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2248.

102021K

[Kitchen Cable Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[walk_alone's solution](#)

2249.

102021A

[Attack on Alpha-Zet](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2250.

102021M

[Mountaineers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[walk_alone's solution](#)

2251.

102021E

[Expired License](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · last AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2252.

102021B

[Battle Royale](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2253.

102021L

[Logic Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2254.

102021I

[It's Time for a Montage](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2255.

102021H

[Hyper Illuminati](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2256.

102021F

[Fighting Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2257.

102021D

[Down the Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2258.

102021C

[Coolest Ski Route](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2259.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2260.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2261.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2262.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2263.

102394I

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

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2264.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2265.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2266.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2267.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2268.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2269.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · last AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2270.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[walk_alone's solution](#)

2271.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2272.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[walk_alone's solution](#)

2273.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

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2274.

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2275.

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2276.

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2277.

101955G

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2278.

101955C

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2279.

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2280.

103261H

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2281.

103261I

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2282.

103261G

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2283.

103261F

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2284.

103119C

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2285.

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2287.

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2288.

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2289.

103119L

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2290.

102001H

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2291.

102001F

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2292.

103081G

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2293.

101667A

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2294.

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2295.

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2296.

103081I

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2297.

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2298.

103081C

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2299.

103081K

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2300.

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2302.

103081F

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2303.

102001K

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2304.

102001J

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2305.

102001D

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2306.

101667B

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2307.

101667L

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2308.

101667E

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2309.

101667C

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2310.

101667D

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2311.

102483F

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2312.

102483J

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2313.

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2314.

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2316.

102483H

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2317.

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2318.

102001C

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2319.

102001G

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2320.

102001L

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2321.

102001I

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2322.

102483E

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2323.

102483A

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2324.

102483K

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2325.

102483I

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[walk_alone's solution](#)

2326.

101173H

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2327.

101667F

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2328.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-21 · last AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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2329.

101667K

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2330.

101667H

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2331.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: —

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2332.

102411H

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2333.

102411I

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2334.

101933A

[Altruistic Amphibians](#) · [Tutorial](#)

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2335.

101933D

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Rating: — · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: —

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2336.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —

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2337.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —

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2338.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —

[walk_alone's solution](#)

2339.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —

[walk_alone's solution](#)

2340.

102452G

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2341.

102452B

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2342.

100169A

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2343.

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