

Unique solved — waynetuinfor

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

Sort: Problem rating · easier first

Filters: none

Count: 3,916

1.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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2.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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3.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,486 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

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4.

1974A

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Quality: 37,913 global accepts · Rating: 800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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5.

1722C

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Quality: 36,175 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

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6.

1722B

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Quality: 56,454 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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7.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,624 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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8.

1791A

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

Quality: 80,608 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

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9.

1791C

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

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10.

1791B

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11.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
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12.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,192 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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13.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
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14.

1950C

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15.

1950A

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16.

1971B

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17.

1971A

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Quality: 59,477 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
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18.

1586A

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19.

1598A

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20.

1325B

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Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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21.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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22.

1312A

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23.

1220A

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24.

1305A

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

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

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25.

1307A

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26.

1303A

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27.

1294A

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28.

1270A

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29.

1284A

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30.

1283A

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31.

1250F

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32.

1178A

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33.

1148A

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34.

1144A

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35.

1136A

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36.

1131A

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37.

1118A

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38.

1108A

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39.

1104A

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40.

1102A

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41.

1097A

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42.

1095A

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43.

1091A

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44.

1096A

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45.

1087A

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46.

1081A

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47.

1093A

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48.

1088A

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49.

1056A

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50.

946A

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51.

1077A

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52.

1043A

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53.

1072A

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54.

1065A

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55.

1060A

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56.

1047A

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57.

1041A

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58.

1017A

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59.

1015A

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60.

1006A

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61.

1009A

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62.

1005A

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63.

1003A

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64.

978B

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65.

978A

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66.

999A

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67.

992A

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68.

988A

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69.

977A

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70.

976A

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71.

281A

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72.

266A

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73.

339A

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74.

112A

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

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75.

282A

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76.

231A

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77.

50A

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78.

158A

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79.

71A

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80.

711A

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81.

959A

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82.

952A

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83.

954A

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84.

931A

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85.

935A

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86.

932A

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87.

677A

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88.

136A

[Presents](#) · [Tutorial](#)

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89.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
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90.

918A

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91.

912A

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92.

908A

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93.

910A

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94.

899A

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95.

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96.

900A

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97.

155A

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Quality: 93,660 global accepts · Rating: 800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force
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98.

454A

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99.

701A

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100.

894A

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101.

888A

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Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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102.

4A

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Quality: 687,764 global accepts · Rating: 800 · first AC: 2017-10-22 · Python 3 (first AC) · Tags: brute force, math
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103.

873A

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104.

855A

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105.

486A

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106.

854A

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Quality: 14,534 global accepts · Rating: 800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math
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107.

851A

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108.

837A

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Quality: 10,090 global accepts · Rating: 800 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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109.

835A

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Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math
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110.

401A

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Quality: 17,422 global accepts · Rating: 800 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
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111.

832A

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Quality: 22,148 global accepts · Rating: 800 · first AC: 2017-07-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math
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112.

831B

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Quality: 15,647 global accepts · Rating: 800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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113.

822A

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Quality: 36,807 global accepts · Rating: 800 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
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114.

702A

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Quality: 55,015 global accepts · Rating: 800 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
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115.

818A

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116.

821A

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117.

811A

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Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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118.

794A

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Quality: 7,774 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
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119.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[waynetuinfor's solution](#)

120.

796A

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Quality: 13,815 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

121.

688A

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Quality: 14,805 global accepts · Rating: 800 · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

122.

22A

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Quality: 27,084 global accepts · Rating: 800 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[waynetuinfor's solution](#)

123.

791A

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Quality: 257,199 global accepts · Rating: 800 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

124.

785A

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

Quality: 110,944 global accepts · Rating: 800 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
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125.

782A

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

Rating: 800 · first AC: 2017-03-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

126.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,555 global accepts · Rating: 800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

127.

721A

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Quality: 19,353 global accepts · Rating: 800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

128.

551A

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

Quality: 17,859 global accepts · Rating: 800 · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
[waynetuinfor's solution](#)

129.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2017-02-14 · Python 3 (first AC) · Tags: implementation
[waynetuinfor's solution](#)

130.

758A

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

Quality: 75,301 global accepts · Rating: 800 · first AC: 2017-01-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[waynetuinfor's solution](#)

131.

723A

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

Quality: 100,707 global accepts · Rating: 800 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings
[waynetuinfor's solution](#)

132.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waynetuinfor's solution](#)

133.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,414 global accepts · Rating: 800 · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[waynetuinfor's solution](#)

134.

731A

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

Quality: 53,204 global accepts · Rating: 800 · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

135.

750A

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

Quality: 92,554 global accepts · Rating: 800 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
[waynetuinfor's solution](#)

136.

752A

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

Rating: 800 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[waynetuinfor's solution](#)

137.

734B

[Anton and Digits](#) · [Tutorial](#)

Quality: 31,931 global accepts · Rating: 800 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[waynetuinfor's solution](#)

138.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,508 global accepts · Rating: 800 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

139.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,083 global accepts · Rating: 800 · first AC: 2016-12-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
[waynetuinfor's solution](#)

140.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: brute force, math
[waynetuinfor's solution](#)

141.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,842 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

142.

735A

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

Quality: 13,141 global accepts · Rating: 800 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

143.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,599 global accepts · Rating: 900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[waynetuinfor's solution](#)

144.

1971C

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

Quality: 41,574 global accepts · Rating: 900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

145.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,099 global accepts · Rating: 900 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

146.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[waynetuinfor's solution](#)

147.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

148.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

149.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

150.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

151.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

152.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[waynetuinfor's solution](#)

153.

1144B

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

Quality: 18,336 global accepts · Rating: 900 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[waynetuinfor's solution](#)

154.

1141B

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

Quality: 23,080 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

155.

1095B

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

Quality: 24,339 global accepts · Rating: 900 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

156.

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,703 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[waynetuinfor's solution](#)

157.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

158.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2018-09-22 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[waynetuinfor's solution](#)

159.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,526 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[waynetuinfor's solution](#)

160.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 900 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[waynetuinfor's solution](#)

161.

1005B

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

Quality: 27,385 global accepts · Rating: 900 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[waynetuinfor's solution](#)

162.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2018-07-05 · PyPy 3 (first AC) · Tags: implementation
[waynetuinfor's solution](#)

163.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

164.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,732 global accepts · Rating: 900 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

165.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

166.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,775 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

167.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

168.

96A

[Football](#) · [Tutorial](#)

Quality: 193,640 global accepts · Rating: 900 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

169.

935B

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

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

170.

918B

[Radio Station](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 900 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

171.

501A

[Contest](#) · [Tutorial](#)

Quality: 24,287 global accepts · Rating: 900 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

172.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

173.

556A

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

Quality: 46,387 global accepts · Rating: 900 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

174.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

175.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

176.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[waynetuinfor's solution](#)

177.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 900 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

178.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 900 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

179.

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 900 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

180.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

181.

276A

[Lunch Rush](#) · [Tutorial](#)

Quality: 30,063 global accepts · Rating: 900 · first AC: 2017-08-06 · last AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

182.

834A

[The Useless Toy](#) · [Tutorial](#)

Quality: 9,100 global accepts · Rating: 900 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

183.

474A

[Keyboard](#) · [Tutorial](#)

Quality: 54,676 global accepts · Rating: 900 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

184.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

185.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

186.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

187.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[waynetuinfor's solution](#)

188.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 900 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

189.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

190.

807A

[Is it rated?](#) · [Tutorial](#)

Quality: 23,248 global accepts · Rating: 900 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[waynetuinfor's solution](#)

191.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

192.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,201 global accepts · Rating: 900 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[waynetuinfor's solution](#)

193.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[waynetuinfor's solution](#)

194.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[waynetuinfor's solution](#)

195.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

196.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,341 global accepts · Rating: 900 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: brute force, geometry, implementation

[waynetuinfor's solution](#)

197.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,641 global accepts · Rating: 900 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

198.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

199.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

200.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,263 global accepts · Rating: 1000 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[waynetuinfor's solution](#)

201.

1362A

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

Quality: 34,078 global accepts · Rating: 1000 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

202.

1346A

[Color Revolution](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 1000 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math

[waynetuinfor's solution](#)

203.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[waynetuinfor's solution](#)

204.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[waynetuinfor's solution](#)

205.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,816 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

206.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

207.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,394 global accepts · Rating: 1000 · first AC: 2019-07-30 · Python 3 (first AC) · Tags: geometry, math

[waynetuinfor's solution](#)

208.

1199A

[City Day](#) · [Tutorial](#)

Quality: 16,295 global accepts · Rating: 1000 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

209.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

210.

1144C

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

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[waynetuinfor's solution](#)

211.

1136B

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

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

212.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

213.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

214.

1133A

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

Quality: 19,699 global accepts · Rating: 1000 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

215.

1111A

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

Quality: 18,095 global accepts · Rating: 1000 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

216.

1100A

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

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

217.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

218.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[waynetuinfor's solution](#)

219.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2017-06-11 · last AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

220.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,436 global accepts · Rating: 1000 · first AC: 2018-11-16 · PyPy 3 (first AC) · Tags: greedy
[waynetuinfor's solution](#)

221.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

222.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[waynetuinfor's solution](#)

223.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

224.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation
[waynetuinfor's solution](#)

225.

1051B

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

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-20 · last AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[waynetuinfor's solution](#)

226.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

227.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-07 · last AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

228.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · last AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

229.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

230.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,973 global accepts · Rating: 1000 · first AC: 2018-07-02 · GNU C++11 (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

231.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,109 global accepts · Rating: 1000 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[waynetuinfor's solution](#)

232.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,822 global accepts · Rating: 1000 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[waynetuinfor's solution](#)

233.

991A

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

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-06-24 · Python 3 (first AC) · Tags: implementation
[waynetuinfor's solution](#)

234.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-16 · Python 3 (first AC) · Tags: implementation, math
[waynetuinfor's solution](#)

235.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

236.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,411 global accepts · Rating: 1000 · first AC: 2018-04-07 · Python 3 (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

237.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1000 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

238.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,791 global accepts · Rating: 1000 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[waynetuinfor's solution](#)

239.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

240.

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

241.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 1000 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks

[waynetuinfor's solution](#)

242.

385A

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

Quality: 17,324 global accepts · Rating: 1000 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[waynetuinfor's solution](#)

243.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

244.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

245.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

246.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

247.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1000 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

248.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1000 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

249.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[waynetuinfor's solution](#)

250.

864B

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

Quality: 9,983 global accepts · Rating: 1000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[waynetuinfor's solution](#)

251.

862A

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

Quality: 10,705 global accepts · Rating: 1000 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[waynetuinfor's solution](#)

252.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

253.

844A

[Diversity](#) · [Tutorial](#)

Quality: 12,209 global accepts · Rating: 1000 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[waynetuinfor's solution](#)

254.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[waynetuinfor's solution](#)

255.

560A

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

Quality: 19,885 global accepts · Rating: 1000 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[waynetuinfor's solution](#)

256.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,027 global accepts · Rating: 1000 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

257.

822B

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

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[waynetuinfor's solution](#)

258.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1000 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

259.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

260.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[waynetuinfor's solution](#)

261.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

262.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

263.

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[waynetuinfor's solution](#)

264.

688B

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

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

265.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,829 global accepts · Rating: 1000 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

266.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

267.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[waynetuinfor's solution](#)

268.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

269.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[waynetuinfor's solution](#)

270.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[waynetuinfor's solution](#)

271.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[waynetuinfor's solution](#)

272.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[waynetuinfor's solution](#)

273.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2017-01-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

274.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,980 global accepts · Rating: 1000 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[waynetuinfor's solution](#)

275.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation

[waynetuinfor's solution](#)

276.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[waynetuinfor's solution](#)

277.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

278.

1791G1

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

Quality: 33,917 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

279.

1791E

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

Quality: 41,281 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[waynetuinfor's solution](#)

280.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[waynetuinfor's solution](#)

281.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,554 global accepts · Rating: 1100 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[waynetuinfor's solution](#)

282.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

283.

1575A

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

Quality: 5,182 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[waynetuinfor's solution](#)

284.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[waynetuinfor's solution](#)

285.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[waynetuinfor's solution](#)

286.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,477 global accepts · Rating: 1100 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[waynetuinfor's solution](#)

287.

1119A

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

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[waynetuinfor's solution](#)

288.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[waynetuinfor's solution](#)

289.

1087B

[Div Times Mod](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

290.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: implementation
[waynetuinfor's solution](#)

291.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waynetuinfor's solution](#)

292.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

293.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[waynetuinfor's solution](#)

294.

1015C

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

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[waynetuinfor's solution](#)

295.

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-06-29 · Q# (first AC) · Tags: *special
[waynetuinfor's solution](#)

296.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1100 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[waynetuinfor's solution](#)

297.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

298.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,810 global accepts · Rating: 1100 · first AC: 2018-04-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation
[waynetuinfor's solution](#)

299.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[waynetuinfor's solution](#)

300.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,838 global accepts · Rating: 1100 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[waynetuinfor's solution](#)

301.

122C

[Lucky Sum](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[waynetuinfor's solution](#)

302.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

303.

136B

[Ternary Logic](#) · [Tutorial](#)

Quality: 5,329 global accepts · Rating: 1100 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[waynetuinfor's solution](#)

304.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory

[waynetuinfor's solution](#)

305.

300A

[Array](#) · [Tutorial](#)

Quality: 27,211 global accepts · Rating: 1100 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[waynetuinfor's solution](#)

306.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,647 global accepts · Rating: 1100 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[waynetuinfor's solution](#)

307.

501B

[Misha and Changing Handles](#) · [Tutorial](#)

Quality: 19,421 global accepts · Rating: 1100 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[waynetuinfor's solution](#)

308.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

309.

155B

[Combination](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

310.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 1100 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

311.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[waynetuinfor's solution](#)

312.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

313.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,555 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

314.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

315.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2017-09-08 · last AC: 2017-09-08 · JavaScript (first AC) · Tags: geometry, implementation, math

[waynetuinfor's solution](#)

316.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-29 · last AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[waynetuinfor's solution](#)

317.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[waynetuinfor's solution](#)

318.

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,186 global accepts · Rating: 1100 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[waynetuinfor's solution](#)

319.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

320.

834B

[The Festive Evening](#) · [Tutorial](#)

Quality: 9,372 global accepts · Rating: 1100 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[waynetuinfor's solution](#)

321.

527A

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

Quality: 15,552 global accepts · Rating: 1100 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

322.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

323.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

324.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1100 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[waynetuinfor's solution](#)

325.

635A

[Orchestra](#) · [Tutorial](#)

Quality: 3,202 global accepts · Rating: 1100 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

326.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

327.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings
[waynetuinfor's solution](#)

328.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,444 global accepts · Rating: 1100 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

329.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,659 global accepts · Rating: 1100 · first AC: 2017-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[waynetuinfor's solution](#)

330.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[waynetuinfor's solution](#)

331.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[waynetuinfor's solution](#)

332.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[waynetuinfor's solution](#)

333.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,708 global accepts · Rating: 1100 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[waynetuinfor's solution](#)

334.

785B

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

Quality: 10,633 global accepts · Rating: 1100 · first AC: 2017-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[waynetuinfor's solution](#)

335.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,965 global accepts · Rating: 1100 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[waynetuinfor's solution](#)

336.

779B

[Weird Rounding](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[waynetuinfor's solution](#)

337.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,466 global accepts · Rating: 1100 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings
[waynetuinfor's solution](#)

338.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[waynetuinfor's solution](#)

339.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[waynetuinfor's solution](#)

340.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,392 global accepts · Rating: 1100 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

341.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 1100 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math
[waynetuinfor's solution](#)

342.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2017-01-18 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

343.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

344.

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[waynetuinfor's solution](#)

345.

731B

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

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2017-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[waynetuinfor's solution](#)

346.

706B

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

Quality: 84,433 global accepts · Rating: 1100 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: binary search, dp, implementation

[waynetuinfor's solution](#)

347.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: greedy, number theory, sortings

[waynetuinfor's solution](#)

348.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,745 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[waynetuinfor's solution](#)

349.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[waynetuinfor's solution](#)

350.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

351.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[waynetuinfor's solution](#)

352.

1362B

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

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[waynetuinfor's solution](#)

353.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

354.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[waynetuinfor's solution](#)

355.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[waynetuinfor's solution](#)

356.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 1200 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[waynetuinfor's solution](#)

357.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[waynetuinfor's solution](#)

358.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[waynetuinfor's solution](#)

359.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[waynetuinfor's solution](#)

360.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

361.

1133B

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

Quality: 14,370 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waynetuinfor's solution](#)

362.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,110 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers
[waynetuinfor's solution](#)

363.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[waynetuinfor's solution](#)

364.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

365.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1200 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[waynetuinfor's solution](#)

366.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: games
[waynetuinfor's solution](#)

367.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 1200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[waynetuinfor's solution](#)

368.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,948 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[waynetuinfor's solution](#)

369.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[waynetuinfor's solution](#)

370.

1076B

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

Quality: 14,586 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[waynetuinfor's solution](#)

371.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[waynetuinfor's solution](#)

372.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

373.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

374.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · last AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[waynetuinfor's solution](#)

375.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,150 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[waynetuinfor's solution](#)

376.

1028B

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

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2018-08-27 · Python 3 (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

377.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,464 global accepts · Rating: 1200 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[waynetuinfor's solution](#)

378.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · last AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

379.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

380.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[waynetuinfor's solution](#)

381.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[waynetuinfor's solution](#)

382.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

383.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[waynetuinfor's solution](#)

384.

1006B

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

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[waynetuinfor's solution](#)

385.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,410 global accepts · Rating: 1200 · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
[waynetuinfor's solution](#)

386.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · last AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[waynetuinfor's solution](#)

387.

999C

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

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

388.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[waynetuinfor's solution](#)

389.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[waynetuinfor's solution](#)

390.

982A

[Row](#) · [Tutorial](#)

Quality: 9,711 global accepts · Rating: 1200 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[waynetuinfor's solution](#)

391.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[waynetuinfor's solution](#)

392.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

393.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[waynetuinfor's solution](#)

394.

931B

[World Cup](#) · [Tutorial](#)

Quality: 7,457 global accepts · Rating: 1200 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

395.

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

396.

940A

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

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

[waynetuinfor's solution](#)

397.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

398.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,435 global accepts · Rating: 1200 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

399.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,834 global accepts · Rating: 1200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math, strings

[waynetuinfor's solution](#)

400.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,635 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

401.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

402.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

403.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[waynetuinfor's solution](#)

404.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

405.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2017-10-29 · last AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[waynetuinfor's solution](#)

406.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[waynetuinfor's solution](#)

407.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

408.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-29 · last AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[waynetuinfor's solution](#)

409.

709C

[Letters Cyclic Shift](#) · [Tutorial](#)

Rating: 1200 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[waynetuinfor's solution](#)

410.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[waynetuinfor's solution](#)

411.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

412.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,532 global accepts · Rating: 1200 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[waynetuinfor's solution](#)

413.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

414.

828A

[Restaurant Tables](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1200 · first AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

415.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,578 global accepts · Rating: 1200 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

416.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,822 global accepts · Rating: 1200 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[waynetuinfor's solution](#)

417.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

418.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[waynetuinfor's solution](#)

419.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[waynetuinfor's solution](#)

420.

625B

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

Quality: 11,451 global accepts · Rating: 1200 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[waynetuinfor's solution](#)

421.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms

[waynetuinfor's solution](#)

422.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[waynetuinfor's solution](#)

423.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2017-03-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

424.

492B

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

Quality: 90,183 global accepts · Rating: 1200 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings
[waynetuinfor's solution](#)

425.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[waynetuinfor's solution](#)

426.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[waynetuinfor's solution](#)

427.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

428.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[waynetuinfor's solution](#)

429.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1200 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[waynetuinfor's solution](#)

430.

740B

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

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms
[waynetuinfor's solution](#)

431.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,048 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation
[waynetuinfor's solution](#)

432.

743A

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

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy,

implementation

[waynetuinfor's solution](#)

433.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · GNU C++11 (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

434.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[waynetuinfor's solution](#)

435.

1601A

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

Quality: 21,090 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[waynetuinfor's solution](#)

436.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[waynetuinfor's solution](#)

437.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

438.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings

[waynetuinfor's solution](#)

439.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[waynetuinfor's solution](#)

440.

1294C

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

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[waynetuinfor's solution](#)

441.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[waynetuinfor's solution](#)

442.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,773 global accepts · Rating: 1300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[waynetuinfor's solution](#)

443.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[waynetuinfor's solution](#)

444.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[waynetuinfor's solution](#)

445.

1119B

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

Quality: 16,368 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[waynetuinfor's solution](#)

446.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[waynetuinfor's solution](#)

447.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[waynetuinfor's solution](#)

448.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[waynetuinfor's solution](#)

449.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[waynetuinfor's solution](#)

450.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

451.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 1300 · first AC: 2018-11-16 · PyPy 3 (first AC) · Tags: —
[waynetuinfor's solution](#)

452.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,423 global accepts · Rating: 1300 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[waynetuinfor's solution](#)

453.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: greedy
[waynetuinfor's solution](#)

454.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-15 · Python 3 (first AC) · Tags: constructive algorithms, strings

[waynetuinfor's solution](#)

455.

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[waynetuinfor's solution](#)

456.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

457.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

458.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[waynetuinfor's solution](#)

459.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[waynetuinfor's solution](#)

460.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

461.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

462.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers
[waynetuinfor's solution](#)

463.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[waynetuinfor's solution](#)

464.

1004B

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

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-07-05 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[waynetuinfor's solution](#)

465.

1003C

[Intense Heat](#) · [Tutorial](#)

Quality: 11,525 global accepts · Rating: 1300 · first AC: 2018-07-03 · PyPy 3 (first AC) · Tags: brute force, implementation, math

[waynetuinfor's solution](#)

466.

1003B

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

Quality: 12,224 global accepts · Rating: 1300 · first AC: 2018-07-03 · Python 3 (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

467.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1300 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[waynetuinfor's solution](#)

468.

976B

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

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

469.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[waynetuinfor's solution](#)

470.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

471.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

472.

289C

[Polo the Penguin and Strings](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

473.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[waynetuinfor's solution](#)

474.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

475.

136C

[Replacement](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[waynetuinfor's solution](#)

476.

919C

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

Quality: 9,429 global accepts · Rating: 1300 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

477.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1300 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[waynetuinfor's solution](#)

478.

430C

[Xor-tree](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[waynetuinfor's solution](#)

479.

899C

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

Quality: 9,045 global accepts · Rating: 1300 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[waynetuinfor's solution](#)

480.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,240 global accepts · Rating: 1300 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[waynetuinfor's solution](#)

481.

579B

[Finding Team Member](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1300 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings
[waynetuinfor's solution](#)

482.

900B

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

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waynetuinfor's solution](#)

483.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

484.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

485.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy
[waynetuinfor's solution](#)

486.

476B

[Dreamoon and WiFi](#) · [Tutorial](#)

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2017-11-15 · Python 3 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[waynetuinfor's solution](#)

487.

889A

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

Quality: 1300 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[waynetuinfor's solution](#)

488.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,944 global accepts · Rating: 1300 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

489.

876B

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

Quality: 10,325 global accepts · Rating: 1300 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[waynetuinfor's solution](#)

490.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

491.

871A

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

Rating: 1300 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[waynetuinfor's solution](#)

492.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

493.

862B

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

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[waynetuinfor's solution](#)

494.

611B

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

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[waynetuinfor's solution](#)

495.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[waynetuinfor's solution](#)

496.

841C

[Leha and Function](#) · [Tutorial](#)

Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

497.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[waynetuinfor's solution](#)

498.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy
[waynetuinfor's solution](#)

499.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

500.

690C1

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

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

501.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,517 global accepts · Rating: 1300 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[waynetuinfor's solution](#)

502.

828B

[Black Square](#) · [Tutorial](#)

Quality: 6,124 global accepts · Rating: 1300 · first AC: 2017-07-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

503.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,866 global accepts · Rating: 1300 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[waynetuinfor's solution](#)

504.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[waynetuinfor's solution](#)

505.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[waynetuinfor's solution](#)

506.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2017-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[waynetuinfor's solution](#)

507.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,871 global accepts · Rating: 1300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[waynetuinfor's solution](#)

508.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2017-05-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

509.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

510.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings
[waynetuinfor's solution](#)

511.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

512.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

513.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[waynetuinfor's solution](#)

514.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[waynetuinfor's solution](#)

515.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[waynetuinfor's solution](#)

516.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · GNU C++11 (first AC) · Tags: geometry, implementation
[waynetuinfor's solution](#)

517.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation
[waynetuinfor's solution](#)

518.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[waynetuinfor's solution](#)

519.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[waynetuinfor's solution](#)

520.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures
[waynetuinfor's solution](#)

521.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[waynetuinfor's solution](#)

522.

1362C

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

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[waynetuinfor's solution](#)

523.

1346B

[Boot Camp](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 1400 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy
[waynetuinfor's solution](#)

524.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search
[waynetuinfor's solution](#)

525.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings
[waynetuinfor's solution](#)

526.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[waynetuinfor's solution](#)

527.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

528.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[waynetuinfor's solution](#)

529.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[waynetuinfor's solution](#)

530.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[waynetuinfor's solution](#)

531.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

532.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

533.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[waynetuinfor's solution](#)

534.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[waynetuinfor's solution](#)

535.

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[waynetuinfor's solution](#)

536.

1144D

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

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[waynetuinfor's solution](#)

537.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

538.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[waynetuinfor's solution](#)

539.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

540.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

541.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

542.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,587 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[waynetuinfor's solution](#)

543.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

544.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[waynetuinfor's solution](#)

545.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

546.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,358 global accepts · Rating: 1400 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

547.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2018-07-14 · last AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

548.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[waynetuinfor's solution](#)

549.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[waynetuinfor's solution](#)

550.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[waynetuinfor's solution](#)

551.

977D

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

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

[waynetuinfor's solution](#)

552.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[waynetuinfor's solution](#)

553.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[waynetuinfor's solution](#)

554.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

555.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

556.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

557.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,963 global accepts · Rating: 1400 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[waynetuinfor's solution](#)

558.

940B

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

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

[waynetuinfor's solution](#)

559.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

560.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[waynetuinfor's solution](#)

561.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[waynetuinfor's solution](#)

562.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,791 global accepts · Rating: 1400 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

563.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,684 global accepts · Rating: 1400 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[waynetuinfor's solution](#)

564.

888C

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

Quality: 8,981 global accepts · Rating: 1400 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers
[waynetuinfor's solution](#)

565.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[waynetuinfor's solution](#)

566.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,345 global accepts · Rating: 1400 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[waynetuinfor's solution](#)

567.

44E

[Anfisa the Monkey](#) · [Tutorial](#)

Quality: 6,117 global accepts · Rating: 1400 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dp
[waynetuinfor's solution](#)

568.

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math
[waynetuinfor's solution](#)

569.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers
[waynetuinfor's solution](#)

570.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[waynetuinfor's solution](#)

571.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[waynetuinfor's solution](#)

572.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1400 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[waynetuinfor's solution](#)

573.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp
[waynetuinfor's solution](#)

574.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,371 global accepts · Rating: 1400 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[waynetuinfor's solution](#)

575.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1400 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math
[waynetuinfor's solution](#)

576.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[waynetuinfor's solution](#)

577.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[waynetuinfor's solution](#)

578.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,175 global accepts · Rating: 1400 · first AC: 2017-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[waynetuinfor's solution](#)

579.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[waynetuinfor's solution](#)

580.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

581.

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[waynetuinfor's solution](#)

582.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,517 global accepts · Rating: 1400 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[waynetuinfor's solution](#)

583.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[waynetuinfor's solution](#)

584.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

585.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[waynetuinfor's solution](#)

586.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

587.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[waynetuinfor's solution](#)

588.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,818 global accepts · Rating: 1400 · first AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

589.

448B

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

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2017-02-14 · Python 3 (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

590.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[waynetuinfor's solution](#)

591.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,578 global accepts · Rating: 1400 · first AC: 2017-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[waynetuinfor's solution](#)

592.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,796 global accepts · Rating: 1400 · first AC: 2017-01-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

593.

752C

[Santa Claus and Robot](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, shortest paths

[waynetuinfor's solution](#)

594.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2016-12-19 · GNU C++11 (first AC) · Tags: implementation

[waynetuinfor's solution](#)

595.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[waynetuinfor's solution](#)

596.

1791F

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

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[waynetuinfor's solution](#)

597.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,845 global accepts · Rating: 1500 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[waynetuinfor's solution](#)

598.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,427 global accepts · Rating: 1500 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[waynetuinfor's solution](#)

599.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[waynetuinfor's solution](#)

600.

1575J

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

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[waynetuinfor's solution](#)

601.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[waynetuinfor's solution](#)

602.

1325C

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

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[waynetuinfor's solution](#)

603.

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

604.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings
[waynetuinfor's solution](#)

605.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[waynetuinfor's solution](#)

606.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
[waynetuinfor's solution](#)

607.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[waynetuinfor's solution](#)

608.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

609.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[waynetuinfor's solution](#)

610.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[waynetuinfor's solution](#)

611.

211E

[IT Restaurants](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

612.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[waynetuinfor's solution](#)

613.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[waynetuinfor's solution](#)

614.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs

[waynetuinfor's solution](#)

615.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[waynetuinfor's solution](#)

616.

1136C

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

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[waynetuinfor's solution](#)

617.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

618.

1141C

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

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

619.

1133D

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

Quality: 16,449 global accepts · Rating: 1500 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[waynetuinfor's solution](#)

620.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[waynetuinfor's solution](#)

621.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-01-11 · last AC: 2019-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

622.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1500 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[waynetuinfor's solution](#)

623.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

624.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[waynetuinfor's solution](#)

625.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

626.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[waynetuinfor's solution](#)

627.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

628.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: greedy

[waynetuinfor's solution](#)

629.

1072B

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

Rating: 1500 · first AC: 2018-10-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

630.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

631.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · last AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[waynetuinfor's solution](#)

632.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[waynetuinfor's solution](#)

633.

1005D

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Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[waynetuinfor's solution](#)

634.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[waynetuinfor's solution](#)

635.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[waynetuinfor's solution](#)

636.

978D

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Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[waynetuinfor's solution](#)

637.

1000B

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Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · last AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

638.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[waynetuinfor's solution](#)

639.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[waynetuinfor's solution](#)

640.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

641.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,854 global accepts · Rating: 1500 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[waynetuinfor's solution](#)

642.

977E

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

Quality: 25,615 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[waynetuinfor's solution](#)

643.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,637 global accepts · Rating: 1500 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[waynetuinfor's solution](#)

644.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[waynetuinfor's solution](#)

645.

959C

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

Quality: 6,208 global accepts · Rating: 1500 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[waynetuinfor's solution](#)

646.

355C

[Vasya and Robot](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[waynetuinfor's solution](#)

647.

122D

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

Rating: 1500 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[waynetuinfor's solution](#)

648.

930A

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

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[waynetuinfor's solution](#)

649.

289D

[Polo the Penguin and Houses](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, math

[waynetuinfor's solution](#)

650.

940C

[Phone Numbers](#) · [Tutorial](#)

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

[waynetuinfor's solution](#)

651.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[waynetuinfor's solution](#)

652.

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[waynetuinfor's solution](#)

653.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[waynetuinfor's solution](#)

654.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs

[waynetuinfor's solution](#)

655.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[waynetuinfor's solution](#)

656.

501C

[Misha and Forest](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1500 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings, trees

[waynetuinfor's solution](#)

657.

556C

[Case of Matryoshkas](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

658.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

659.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,793 global accepts · Rating: 1500 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings, two pointers

[waynetuinfor's solution](#)

660.

189C

[Permutations](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

661.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[waynetuinfor's solution](#)

662.

212E

[IT Restaurants](#) · [Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2017-11-22 · last AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[waynetuinfor's solution](#)

663.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[waynetuinfor's solution](#)

664.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math

[waynetuinfor's solution](#)

665.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-22 · last AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[waynetuinfor's solution](#)

666.

774D

[Lie or Truth](#) · [Tutorial](#)

Quality: 2,113 global accepts · Rating: 1500 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[waynetuinfor's solution](#)

667.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[waynetuinfor's solution](#)

668.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[waynetuinfor's solution](#)

669.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

670.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[waynetuinfor's solution](#)

671.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-09-30 · last AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[waynetuinfor's solution](#)

672.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[waynetuinfor's solution](#)

673.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[waynetuinfor's solution](#)

674.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,944 global accepts · Rating: 1500 · first AC: 2017-09-25 · last AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[waynetuinfor's solution](#)

675.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1500 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[waynetuinfor's solution](#)

676.

245D

[Restoring Table](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 1500 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[waynetuinfor's solution](#)

677.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2017-09-18 · last AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[waynetuinfor's solution](#)

678.

860A

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[waynetuinfor's solution](#)

679.

554C

[Kyoya and Colored Balls](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[waynetuinfor's solution](#)

680.

854C

[Planning](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

681.

846A

[Curriculum Vitae](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

682.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2017-09-04 · last AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[waynetuinfor's solution](#)

683.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,934 global accepts · Rating: 1500 · first AC: 2017-08-29 · last AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation
[waynetuinfor's solution](#)

684.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths
[waynetuinfor's solution](#)

685.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[waynetuinfor's solution](#)

686.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,734 global accepts · Rating: 1500 · first AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[waynetuinfor's solution](#)

687.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,095 global accepts · Rating: 1500 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees
[waynetuinfor's solution](#)

688.

276C

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

Quality: 39,547 global accepts · Rating: 1500 · first AC: 2017-08-06 · last AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings
[waynetuinfor's solution](#)

689.

177C2

[Party](#) · [Tutorial](#)

Quality: 3,013 global accepts · Rating: 1500 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[waynetuinfor's solution](#)

690.

177C1

[Party](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 1500 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[waynetuinfor's solution](#)

691.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

692.

690C2

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

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[waynetuinfor's solution](#)

693.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,863 global accepts · Rating: 1500 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[waynetuinfor's solution](#)

694.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

695.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation
[waynetuinfor's solution](#)

696.

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees
[waynetuinfor's solution](#)

697.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,886 global accepts · Rating: 1500 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[waynetuinfor's solution](#)

698.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,631 global accepts · Rating: 1500 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math

[waynetuinfor's solution](#)

699.

817B

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

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[waynetuinfor's solution](#)

700.

116D

[Lawnmower](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[waynetuinfor's solution](#)

701.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[waynetuinfor's solution](#)

702.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[waynetuinfor's solution](#)

703.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[waynetuinfor's solution](#)

704.

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[waynetuinfor's solution](#)

705.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[waynetuinfor's solution](#)

706.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[waynetuinfor's solution](#)

707.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[waynetuinfor's solution](#)

708.

746D

[Green and Black Tea](#) · [Tutorial](#)

Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[waynetuinfor's solution](#)

709.

745C

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

Rating: 1500 · first AC: 2016-12-17 · last AC: 2016-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[waynetuinfor's solution](#)

710.

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,060 global accepts · Rating: 1500 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[waynetuinfor's solution](#)

711.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2016-12-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[waynetuinfor's solution](#)

712.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, math

[waynetuinfor's solution](#)

713.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation

[waynetuinfor's solution](#)

714.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1600 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[waynetuinfor's solution](#)

715.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[waynetuinfor's solution](#)

716.

1346D

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

Quality: 544 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, graphs, greedy

[waynetuinfor's solution](#)

717.

1346C

[Spring Cleaning](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 1600 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, greedy, sortings

[waynetuinfor's solution](#)

718.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[waynetuinfor's solution](#)

719.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[waynetuinfor's solution](#)

720.

1305C

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

Quality: 18,783 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[waynetuinfor's solution](#)

721.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[waynetuinfor's solution](#)

722.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[waynetuinfor's solution](#)

723.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[waynetuinfor's solution](#)

724.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[waynetuinfor's solution](#)

725.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[waynetuinfor's solution](#)

726.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[waynetuinfor's solution](#)

727.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[waynetuinfor's solution](#)

728.

1252C

[Even Path](#) · [Tutorial](#)

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

729.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
[waynetuinfor's solution](#)

730.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[waynetuinfor's solution](#)

731.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

732.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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733.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees
[waynetuinfor's solution](#)

734.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[waynetuinfor's solution](#)

735.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,718 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waynetuinfor's solution](#)

736.

1165E

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Quality: 10,017 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[waynetuinfor's solution](#)

737.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings
[waynetuinfor's solution](#)

738.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · last AC: 2019-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[waynetuinfor's solution](#)

739.

1133F1

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

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[waynetuinfor's solution](#)

740.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[waynetuinfor's solution](#)

741.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[waynetuinfor's solution](#)

742.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

743.

1096C

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

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[waynetuinfor's solution](#)

744.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

745.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[waynetuinfor's solution](#)

746.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

747.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2018-11-16 · PyPy 3 (first AC) · Tags: binary search, sortings

[waynetuinfor's solution](#)

748.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

749.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

750.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

751.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games

[waynetuinfor's solution](#)

752.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[waynetuinfor's solution](#)

753.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,238 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[waynetuinfor's solution](#)

754.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-07 · last AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

755.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2018-09-07 · last AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[waynetuinfor's solution](#)

756.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-27 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, sortings

[waynetuinfor's solution](#)

757.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 1600 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[waynetuinfor's solution](#)

758.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

759.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory
[waynetuinfor's solution](#)

760.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · last AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

761.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[waynetuinfor's solution](#)

762.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[waynetuinfor's solution](#)

763.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[waynetuinfor's solution](#)

764.

1003D

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

Quality: 8,560 global accepts · Rating: 1600 · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

765.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

766.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waynetuinfor's solution](#)

767.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,330 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths
[waynetuinfor's solution](#)

768.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[waynetuinfor's solution](#)

769.

574D

[Bear and Blocks](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, shortest paths
[waynetuinfor's solution](#)

770.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[waynetuinfor's solution](#)

771.

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[waynetuinfor's solution](#)

772.

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1600 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[waynetuinfor's solution](#)

773.

956B

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

Rating: 1600 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[waynetuinfor's solution](#)

774.

954D

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

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[waynetuinfor's solution](#)

775.

314A

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

Quality: 2,172 global accepts · Rating: 1600 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

776.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-11 · last AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[waynetuinfor's solution](#)

777.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

778.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,113 global accepts · Rating: 1600 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, probabilities, strings
[waynetuinfor's solution](#)

779.

570C

[Replacement](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1600 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation
[waynetuinfor's solution](#)

780.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

781.

940D

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

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[waynetuinfor's solution](#)

782.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[waynetuinfor's solution](#)

783.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[waynetuinfor's solution](#)

784.

939C

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

Quality: 4,925 global accepts · Rating: 1600 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[waynetuinfor's solution](#)

785.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[waynetuinfor's solution](#)

786.

444A

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

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[waynetuinfor's solution](#)

787.

932C

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

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

[waynetuinfor's solution](#)

788.

673D

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[waynetuinfor's solution](#)

789.

136D

[Rectangle and Square](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation

[waynetuinfor's solution](#)

790.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2018-01-27 · GNU C (first AC) · Tags: constructive algorithms, graphs, shortest paths

[waynetuinfor's solution](#)

791.

430D

[Working out](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[waynetuinfor's solution](#)

792.

430A

[Points and Segments \(easy\)](#) · [Tutorial](#)

Quality: 2,407 global accepts · Rating: 1600 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[waynetuinfor's solution](#)

793.

898E

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

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[waynetuinfor's solution](#)

794.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

795.

155D

[Colliders](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waynetuinfor's solution](#)

796.

155C

[Hometask](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[waynetuinfor's solution](#)

797.

454C

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

Rating: 1600 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[waynetuinfor's solution](#)

798.

888D

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

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[waynetuinfor's solution](#)

799.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[waynetuinfor's solution](#)

800.

291D

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

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy
[waynetuinfor's solution](#)

801.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2017-11-01 · last AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[waynetuinfor's solution](#)

802.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

803.

376D

[Maximum Submatrix 2](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[waynetuinfor's solution](#)

804.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[waynetuinfor's solution](#)

805.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[waynetuinfor's solution](#)

806.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[waynetuinfor's solution](#)

807.

639B

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Quality: 6,996 global accepts · Rating: 1600 · first AC: 2017-10-04 · last AC: 2017-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

[waynetuinfor's solution](#)

808.

284C

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

Rating: 1600 · first AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp

[waynetuinfor's solution](#)

809.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, strings

[waynetuinfor's solution](#)

810.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[waynetuinfor's solution](#)

811.

849C

[From Y to Y](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

812.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[waynetuinfor's solution](#)

813.

523D

[Statistics of Recompressing Videos](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 1600 · first AC: 2017-08-28 · last AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, implementation

[waynetuinfor's solution](#)

814.

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[waynetuinfor's solution](#)

815.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,704 global accepts · Rating: 1600 · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation

[waynetuinfor's solution](#)

816.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

817.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,388 global accepts · Rating: 1600 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[waynetuinfor's solution](#)

818.

569C

[Primes or Palindromes?](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory

[waynetuinfor's solution](#)

819.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[waynetuinfor's solution](#)

820.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

821.

597B

[Restaurant](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1600 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[waynetuinfor's solution](#)

822.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,329 global accepts · Rating: 1600 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[waynetuinfor's solution](#)

823.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,886 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

824.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[waynetuinfor's solution](#)

825.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[waynetuinfor's solution](#)

826.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings
[waynetuinfor's solution](#)

827.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

828.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math
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829.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers
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830.

812B

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Quality: 5,522 global accepts · Rating: 1600 · first AC: 2017-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp
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831.

518C

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832.

518A

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Quality: 9,541 global accepts · Rating: 1600 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
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833.

793B

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834.

782C

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Rating: 1600 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

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835.

538C

[Tourist's Notes](#) · [Tutorial](#)

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836.

534C

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Quality: 5,275 global accepts · Rating: 1600 · first AC: 2017-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math

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837.

789C

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Rating: 1600 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

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838.

785C

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839.

780B

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840.

689B

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Quality: 6,611 global accepts · Rating: 1600 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

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841.

777C

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[waynetuinfor's solution](#)

842.

723D

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Quality: 7,505 global accepts · Rating: 1600 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

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843.

723C

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Quality: 5,216 global accepts · Rating: 1600 · first AC: 2017-01-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

844.

510C

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Quality: 22,163 global accepts · Rating: 1600 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[waynetuinfor's solution](#)

845.

706C

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Quality: 19,363 global accepts · Rating: 1600 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: dp, strings
[waynetuinfor's solution](#)

846.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-31 · GNU C++11 (first AC) · Tags: binary search, greedy, math
[waynetuinfor's solution](#)

847.

734C

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Quality: 5,684 global accepts · Rating: 1600 · first AC: 2016-12-21 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, two pointers
[waynetuinfor's solution](#)

848.

735D

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Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: math, number theory
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849.

742D

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

Rating: 1600 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu
[waynetuinfor's solution](#)

850.

742C

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Rating: 1600 · first AC: 2016-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, math
[waynetuinfor's solution](#)

851.

2045A

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Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[waynetuinfor's solution](#)

852.

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,014 global accepts · Rating: 1700 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation
[waynetuinfor's solution](#)

853.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees
[waynetuinfor's solution](#)

854.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings
[waynetuinfor's solution](#)

855.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[waynetuinfor's solution](#)

856.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[waynetuinfor's solution](#)

857.

1361A

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Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[waynetuinfor's solution](#)

858.

1346E

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Quality: 415 global accepts · Rating: 1700 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, dp, graphs
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859.

1332D

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Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[waynetuinfor's solution](#)

860.

442A

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Quality: 2,352 global accepts · Rating: 1700 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation
[waynetuinfor's solution](#)

861.

1312D

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Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[waynetuinfor's solution](#)

862.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[waynetuinfor's solution](#)

863.

1320B

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Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
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864.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[waynetuinfor's solution](#)

865.

1229A

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

Rating: 1700 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[waynetuinfor's solution](#)

866.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[waynetuinfor's solution](#)

867.

1292B

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Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[waynetuinfor's solution](#)

868.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[waynetuinfor's solution](#)

869.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

870.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[waynetuinfor's solution](#)

871.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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872.

1144F

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

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2019-04-01 · last AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[waynetuinfor's solution](#)

873.

1141E

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Quality: 7,106 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

874.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · last AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[waynetuinfor's solution](#)

875.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

876.

1118D1

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

Quality: 6,084 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[waynetuinfor's solution](#)

877.

1118C

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Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[waynetuinfor's solution](#)

878.

1118D2

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

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[waynetuinfor's solution](#)

879.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[waynetuinfor's solution](#)

880.

1111B

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Quality: 6,515 global accepts · Rating: 1700 · first AC: 2019-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

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881.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,921 global accepts · Rating: 1700 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

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882.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[waynetuinfor's solution](#)

883.

1086B

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

Rating: 1700 · first AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[waynetuinfor's solution](#)

884.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

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885.

1089E

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Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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886.

1056C

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Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[waynetuinfor's solution](#)

887.

1068C

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Quality: 3,349 global accepts · Rating: 1700 · first AC: 2018-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
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888.

1043D

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Quality: 4,762 global accepts · Rating: 1700 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers
[waynetuinfor's solution](#)

889.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy
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890.

1066E

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Quality: 6,577 global accepts · Rating: 1700 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
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891.

1051D

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Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · last AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[waynetuinfor's solution](#)

892.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,970 global accepts · Rating: 1700 · first AC: 2018-09-17 · last AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[waynetuinfor's solution](#)

893.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[waynetuinfor's solution](#)

894.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[waynetuinfor's solution](#)

895.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[waynetuinfor's solution](#)

896.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1700 · first AC: 2018-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[waynetuinfor's solution](#)

897.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · last AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar,

graphs

[waynetuinfor's solution](#)

898.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

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899.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 1700 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[waynetuinfor's solution](#)

900.

1019A

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Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[waynetuinfor's solution](#)

901.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[waynetuinfor's solution](#)

902.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2018-07-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

903.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · last AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math

[waynetuinfor's solution](#)

904.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · last AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[waynetuinfor's solution](#)

905.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-06-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[waynetuinfor's solution](#)

906.

1000C

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

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2018-06-27 · last AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[waynetuinfor's solution](#)

907.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[waynetuinfor's solution](#)

908.

747E

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Quality: 2,093 global accepts · Rating: 1700 · first AC: 2016-12-19 · last AC: 2018-05-17 · GNU C++11 (first AC) · Tags: dfs and similar, expression parsing, implementation, strings

[waynetuinfor's solution](#)

909.

977F

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

Quality: 25,129 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

910.

967D

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

Rating: 1700 · first AC: 2018-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[waynetuinfor's solution](#)

911.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[waynetuinfor's solution](#)

912.

711C

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Quality: 9,345 global accepts · Rating: 1700 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

913.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation

[waynetuinfor's solution](#)

914.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[waynetuinfor's solution](#)

915.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

916.

929C

[A Special AC, 2C O C and CÄ0CÔ4C](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 1700 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, math

[waynetuinfor's solution](#)

917.

931C

[Laboratory Work](#) · [Tutorial](#)

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

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918.

289E

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[waynetuinfor's solution](#)

919.

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[waynetuinfor's solution](#)

920.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1700 · first AC: 2018-02-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[waynetuinfor's solution](#)

921.

918D

[MADMAX](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs

[waynetuinfor's solution](#)

922.

579D

["Or" Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[waynetuinfor's solution](#)

923.

579C

[A Problem about Polyline](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[waynetuinfor's solution](#)

924.

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[waynetuinfor's solution](#)

925.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1700 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[waynetuinfor's solution](#)

926.

895B

[XK Segments](#) · [Tutorial](#)

Quality: 3,822 global accepts · Rating: 1700 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[waynetuinfor's solution](#)

927.

567D

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Quality: 5,245 global accepts · Rating: 1700 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[waynetuinfor's solution](#)

928.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2017-11-24 · last AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures, greedy, sortings

[waynetuinfor's solution](#)

929.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp
[waynetuinfor's solution](#)

930.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,785 global accepts · Rating: 1700 · first AC: 2017-11-14 · last AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, shortest paths
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931.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2017-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs
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932.

360A

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Quality: 2,140 global accepts · Rating: 1700 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[waynetuinfor's solution](#)

933.

295B

[Greg and Graph](#) · [Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths
[waynetuinfor's solution](#)

934.

760C

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[waynetuinfor's solution](#)

935.

339D

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

Quality: 32,548 global accepts · Rating: 1700 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[waynetuinfor's solution](#)

936.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2017-10-13 · Python 3 (first AC) · Tags: dp, greedy, math
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937.

439D

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Quality: 6,850 global accepts · Rating: 1700 · first AC: 2017-10-09 · last AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers
[waynetuinfor's solution](#)

938.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2017-10-07 · last AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[waynetuinfor's solution](#)

939.

284D

[Cow Program](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-28 · last AC: 2017-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp
[waynetuinfor's solution](#)

940.

304D

[Rectangle Puzzle II](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-23 · last AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, ternary search
[waynetuinfor's solution](#)

941.

35D

[Animals](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[waynetuinfor's solution](#)

942.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2017-09-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[waynetuinfor's solution](#)

943.

851C

[Five Dimensional Points](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-09-05 · last AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[waynetuinfor's solution](#)

944.

678D

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

Quality: 5,403 global accepts · Rating: 1700 · first AC: 2017-09-04 · last AC: 2017-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waynetuinfor's solution](#)

945.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2017-09-02 · last AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[waynetuinfor's solution](#)

946.

102D

[Buses](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[waynetuinfor's solution](#)

947.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 1700 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp
[waynetuinfor's solution](#)

948.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2017-08-19 · Python 3 (first AC) · Tags: constructive algorithms, math, number theory
[waynetuinfor's solution](#)

949.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-08-16 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-

the-middle

[waynetuinfor's solution](#)

950.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[waynetuinfor's solution](#)

951.

670E

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

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2017-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, strings

[waynetuinfor's solution](#)

952.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,800 global accepts · Rating: 1700 · first AC: 2017-08-08 · last AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[waynetuinfor's solution](#)

953.

276D

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

Quality: 16,369 global accepts · Rating: 1700 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[waynetuinfor's solution](#)

954.

131E

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

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[waynetuinfor's solution](#)

955.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

956.

834C

[The Meaningless Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

957.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[waynetuinfor's solution](#)

958.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,622 global accepts · Rating: 1700 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

959.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, sortings

[waynetuinfor's solution](#)

960.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[waynetuinfor's solution](#)

961.

828C

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

Rating: 1700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings
[waynetuinfor's solution](#)

962.

691D

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

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, math
[waynetuinfor's solution](#)

963.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1700 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[waynetuinfor's solution](#)

964.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,428 global accepts · Rating: 1700 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[waynetuinfor's solution](#)

965.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[waynetuinfor's solution](#)

966.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[waynetuinfor's solution](#)

967.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math
[waynetuinfor's solution](#)

968.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

969.

586D

[Phillip and Trains](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[waynetuinfor's solution](#)

970.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[waynetuinfor's solution](#)

971.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2017-05-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[waynetuinfor's solution](#)

972.

807C

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[waynetuinfor's solution](#)

973.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees
[waynetuinfor's solution](#)

974.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[waynetuinfor's solution](#)

975.

738C

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[waynetuinfor's solution](#)

976.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[waynetuinfor's solution](#)

977.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs
[waynetuinfor's solution](#)

978.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[waynetuinfor's solution](#)

979.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math
[waynetuinfor's solution](#)

980.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings
[waynetuinfor's solution](#)

981.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
[waynetuinfor's solution](#)

982.

559B

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

Quality: 11,672 global accepts · Rating: 1700 · first AC: 2017-01-04 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, hashing, sortings, strings

[waynetuinfor's solution](#)

983.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: 1800 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[waynetuinfor's solution](#)

984.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[waynetuinfor's solution](#)

985.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[waynetuinfor's solution](#)

986.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[waynetuinfor's solution](#)

987.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[waynetuinfor's solution](#)

988.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[waynetuinfor's solution](#)

989.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,109 global accepts · Rating: 1800 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities

[waynetuinfor's solution](#)

990.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[waynetuinfor's solution](#)

991.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[waynetuinfor's solution](#)

992.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[waynetuinfor's solution](#)

993.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[waynetuinfor's solution](#)

994.

1290B

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

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[waynetuinfor's solution](#)

995.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

996.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[waynetuinfor's solution](#)

997.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[waynetuinfor's solution](#)

998.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[waynetuinfor's solution](#)

999.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[waynetuinfor's solution](#)

1000.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[waynetuinfor's solution](#)

1001.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[waynetuinfor's solution](#)

1002.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[waynetuinfor's solution](#)

1003.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[waynetuinfor's solution](#)

1004.

1252H

[Twin Buildings](#) · [Tutorial](#)

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

[waynetuinfor's solution](#)

1005.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[waynetuinfor's solution](#)

1006.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

1007.

62B

[Tyndex.Brome](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 1800 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[waynetuinfor's solution](#)

1008.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[waynetuinfor's solution](#)

1009.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

1010.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

1011.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[waynetuinfor's solution](#)

1012.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[waynetuinfor's solution](#)

1013.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

1014.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers
[waynetuinfor's solution](#)

1015.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, strings
[waynetuinfor's solution](#)

1016.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees
[waynetuinfor's solution](#)

1017.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,899 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[waynetuinfor's solution](#)

1018.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp
[waynetuinfor's solution](#)

1019.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[waynetuinfor's solution](#)

1020.

1083A

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

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-14 · last AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees
[waynetuinfor's solution](#)

1021.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[waynetuinfor's solution](#)

1022.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-15 · PyPy 3 (first AC) · Tags: dfs and similar, graphs, implementation, math
[waynetuinfor's solution](#)

1023.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[waynetuinfor's solution](#)

1024.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[waynetuinfor's solution](#)

1025.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[waynetuinfor's solution](#)

1026.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2018-10-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[waynetuinfor's solution](#)

1027.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[waynetuinfor's solution](#)

1028.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[waynetuinfor's solution](#)

1029.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[waynetuinfor's solution](#)

1030.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[waynetuinfor's solution](#)

1031.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[waynetuinfor's solution](#)

1032.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

1033.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, math

[waynetuinfor's solution](#)

1034.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[waynetuinfor's solution](#)

1035.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[waynetuinfor's solution](#)

1036.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[waynetuinfor's solution](#)

1037.

1005E1

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

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-09 · last AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[waynetuinfor's solution](#)

1038.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

[waynetuinfor's solution](#)

1039.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[waynetuinfor's solution](#)

1040.

988D

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

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2018-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[waynetuinfor's solution](#)

1041.

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-30 · last AC: 2018-05-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[waynetuinfor's solution](#)

1042.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-16 · last AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1043.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

1044.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

1045.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[waynetuinfor's solution](#)

1046.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-04-05 · last AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, greedy

[waynetuinfor's solution](#)

1047.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2018-04-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[waynetuinfor's solution](#)

1048.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[waynetuinfor's solution](#)

1049.

254C

[Anagram](#) · [Tutorial](#)

Quality: 1,603 global accepts · Rating: 1800 · first AC: 2018-03-14 · last AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[waynetuinfor's solution](#)

1050.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[waynetuinfor's solution](#)

1051.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1052.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2018-03-05 · last AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory, sortings

[waynetuinfor's solution](#)

1053.

939E

[Maximize!](#) · [Tutorial](#)

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

[waynetuinfor's solution](#)

1054.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

1055.

533E

[Correcting Mistakes](#) · [Tutorial](#)

Quality: 2,433 global accepts · Rating: 1800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, hashing, strings, two pointers

[waynetuinfor's solution](#)

1056.

922D

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

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

1057.

914C

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

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[waynetuinfor's solution](#)

1058.

918C

[The Monster](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math

[waynetuinfor's solution](#)

1059.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1060.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[waynetuinfor's solution](#)

1061.

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[waynetuinfor's solution](#)

1062.

300C

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[waynetuinfor's solution](#)

1063.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

1064.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, greedy, implementation

[waynetuinfor's solution](#)

1065.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[waynetuinfor's solution](#)

1066.

189D

[AlgoRace](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, shortest paths

[waynetuinfor's solution](#)

1067.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2017-11-21 · last AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[waynetuinfor's solution](#)

1068.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[waynetuinfor's solution](#)

1069.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[waynetuinfor's solution](#)

1070.

174C

[Range Increments](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 1800 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[waynetuinfor's solution](#)

1071.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[waynetuinfor's solution](#)

1072.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[waynetuinfor's solution](#)

1073.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force

[waynetuinfor's solution](#)

1074.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,394 global accepts · Rating: 1800 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[waynetuinfor's solution](#)

1075.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[waynetuinfor's solution](#)

1076.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 1800 · first AC: 2017-10-26 · last AC: 2017-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1077.

216C

[Hiring Staff](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1800 · first AC: 2017-10-25 · last AC: 2017-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[waynetuinfor's solution](#)

1078.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-22 · last AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[waynetuinfor's solution](#)

1079.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-22 · last AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[waynetuinfor's solution](#)

1080.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer
[waynetuinfor's solution](#)

1081.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2017-10-11 · last AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[waynetuinfor's solution](#)

1082.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,203 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[waynetuinfor's solution](#)

1083.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2017-10-03 · last AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[waynetuinfor's solution](#)

1084.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory
[waynetuinfor's solution](#)

1085.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 1800 · first AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation, trees
[waynetuinfor's solution](#)

1086.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2017-09-21 · last AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[waynetuinfor's solution](#)

1087.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-21 · last AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[waynetuinfor's solution](#)**1088.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,119 global accepts · Rating: 1800 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[waynetuinfor's solution](#)**1089.**

730B

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

Quality: 2,780 global accepts · Rating: 1800 · first AC: 2017-09-14 · last AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[waynetuinfor's solution](#)**1090.**

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, trees

[waynetuinfor's solution](#)**1091.**

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)**1092.**

168D

[Wizards and Huge Prize](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-10 · last AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[waynetuinfor's solution](#)**1093.**

132C

[Logo Turtle](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 1800 · first AC: 2017-09-09 · last AC: 2017-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)**1094.**

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-07 · last AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)**1095.**

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[waynetuinfor's solution](#)**1096.**

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[waynetuinfor's solution](#)

1097.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: math, ternary search
[waynetuinfor's solution](#)

1098.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2017-08-25 · last AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
[waynetuinfor's solution](#)

1099.

280B

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, two pointers
[waynetuinfor's solution](#)

1100.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-08-21 · last AC: 2017-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy
[waynetuinfor's solution](#)

1101.

575H

[Bots](#) · [Tutorial](#)

Quality: 1,877 global accepts · Rating: 1800 · first AC: 2017-08-19 · last AC: 2017-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[waynetuinfor's solution](#)

1102.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[waynetuinfor's solution](#)

1103.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[waynetuinfor's solution](#)

1104.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,339 global accepts · Rating: 1800 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, graphs
[waynetuinfor's solution](#)

1105.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[waynetuinfor's solution](#)

1106.

459D

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

Quality: 12,806 global accepts · Rating: 1800 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings
[waynetuinfor's solution](#)

1107.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[waynetuinfor's solution](#)

1108.

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, sortings

[waynetuinfor's solution](#)

1109.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,797 global accepts · Rating: 1800 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[waynetuinfor's solution](#)

1110.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[waynetuinfor's solution](#)

1111.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[waynetuinfor's solution](#)

1112.

544C

[Writing Code](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1113.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[waynetuinfor's solution](#)

1114.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[waynetuinfor's solution](#)

1115.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy

[waynetuinfor's solution](#)

1116.

626D

[Jerry's Protest](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1800 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, probabilities

[waynetuinfor's solution](#)

1117.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

1118.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-02 · last AC: 2017-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[waynetuinfor's solution](#)

1119.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[waynetuinfor's solution](#)

1120.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[waynetuinfor's solution](#)

1121.

801D

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy

[waynetuinfor's solution](#)

1122.

801C

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[waynetuinfor's solution](#)

1123.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[waynetuinfor's solution](#)

1124.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[waynetuinfor's solution](#)

1125.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-25 · last AC: 2017-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

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1126.

721C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2017-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[waynetuinfor's solution](#)

1127.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2017-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms,

implementation, strings
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1128.

706D

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

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

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1129.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, implementation, math

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1130.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[waynetuinfor's solution](#)

1131.

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[waynetuinfor's solution](#)

1132.

1926G

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Quality: 4,536 global accepts · Rating: 1900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[waynetuinfor's solution](#)

1133.

1950G

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Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[waynetuinfor's solution](#)

1134.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[waynetuinfor's solution](#)

1135.

1361B

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Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[waynetuinfor's solution](#)

1136.

700A

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Quality: 3,351 global accepts · Rating: 1900 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[waynetuinfor's solution](#)

1137.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
[waynetuinfor's solution](#)

1138.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
[waynetuinfor's solution](#)

1139.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing
[waynetuinfor's solution](#)

1140.

1307D

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Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[waynetuinfor's solution](#)

1141.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[waynetuinfor's solution](#)

1142.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[waynetuinfor's solution](#)

1143.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
[waynetuinfor's solution](#)

1144.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
[waynetuinfor's solution](#)

1145.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths
[waynetuinfor's solution](#)

1146.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation
[waynetuinfor's solution](#)

1147.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
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1148.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[waynetuinfor's solution](#)

1149.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[waynetuinfor's solution](#)

1150.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[waynetuinfor's solution](#)

1151.

1119E

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

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[waynetuinfor's solution](#)

1152.

1144E

[Median String](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 1900 · first AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory, strings

[waynetuinfor's solution](#)

1153.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[waynetuinfor's solution](#)

1154.

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[waynetuinfor's solution](#)

1155.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

1156.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[waynetuinfor's solution](#)

1157.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[waynetuinfor's solution](#)

1158.

1095E

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

Quality: 4,481 global accepts · Rating: 1900 · first AC: 2019-01-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

1159.

1095F

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

Quality: 7,572 global accepts · Rating: 1900 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy
[waynetuinfor's solution](#)

1160.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[waynetuinfor's solution](#)

1161.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[waynetuinfor's solution](#)

1162.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

1163.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp
[waynetuinfor's solution](#)

1164.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[waynetuinfor's solution](#)

1165.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: interactive, trees
[waynetuinfor's solution](#)

1166.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2018-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[waynetuinfor's solution](#)

1167.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp
[waynetuinfor's solution](#)

1168.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[waynetuinfor's solution](#)

1169.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[waynetuinfor's solution](#)

1170.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[waynetuinfor's solution](#)

1171.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[waynetuinfor's solution](#)

1172.

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[waynetuinfor's solution](#)

1173.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,375 global accepts · Rating: 1900 · first AC: 2018-09-07 · last AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[waynetuinfor's solution](#)

1174.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-08-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

1175.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

[waynetuinfor's solution](#)

1176.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2018-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[waynetuinfor's solution](#)

1177.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[waynetuinfor's solution](#)

1178.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · last AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1179.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,043 global accepts · Rating: 1900 · first AC: 2018-06-27 · last AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
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1180.

999D

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

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1181.

981D

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1182.

982D

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Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees
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1183.

965D

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Quality: 3,345 global accepts · Rating: 1900 · first AC: 2018-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, two pointers
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1184.

535D

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Quality: 4,679 global accepts · Rating: 1900 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings
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1185.

420C

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Quality: 1,394 global accepts · Rating: 1900 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation, two pointers
[waynetuinfor's solution](#)

1186.

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-04-10 · last AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings
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1187.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math
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1188.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures
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1189.

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2018-04-04 · last AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, probabilities

[waynetuinfor's solution](#)

1190.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

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1191.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[waynetuinfor's solution](#)

1192.

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2018-04-03 · last AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[waynetuinfor's solution](#)

1193.

279E

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

Quality: 1,603 global accepts · Rating: 1900 · first AC: 2018-03-14 · last AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, number theory

[waynetuinfor's solution](#)

1194.

9D

[How many trees?](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

1195.

949C

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Quality: 2,252 global accepts · Rating: 1900 · first AC: 2018-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[waynetuinfor's solution](#)

1196.

122E

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

Rating: 1900 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

1197.

651D

[Image Preview](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-05 · last AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, two pointers

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1198.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[waynetuinfor's solution](#)

1199.

583D

[Once Again...](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

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1200.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2018-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1201.

935D

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Quality: 2,812 global accepts · Rating: 1900 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[waynetuinfor's solution](#)

1202.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[waynetuinfor's solution](#)

1203.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

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1204.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[waynetuinfor's solution](#)

1205.

914D

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

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2018-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[waynetuinfor's solution](#)

1206.

909E

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Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[waynetuinfor's solution](#)

1207.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 1900 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, number theory

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1208.

717D

[Dexterina's Lab](#) · [Tutorial](#)

Quality: 1,584 global accepts · Rating: 1900 · first AC: 2017-11-24 · last AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: games, matrices, probabilities

[waynetuinfor's solution](#)

1209.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2017-12-05 · last AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[waynetuinfor's solution](#)

1210.

241G

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

Quality: 564 global accepts · Rating: 1900 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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1211.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[waynetuinfor's solution](#)

1212.

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2017-11-21 · last AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[waynetuinfor's solution](#)

1213.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

1214.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: matrices

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1215.

500D

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Quality: 3,277 global accepts · Rating: 1900 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[waynetuinfor's solution](#)

1216.

45C

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Quality: 1,147 global accepts · Rating: 1900 · first AC: 2017-11-16 · last AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

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1217.

232B

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Quality: 1,679 global accepts · Rating: 1900 · first AC: 2017-11-13 · last AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[waynetuinfor's solution](#)

1218.

722D

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Quality: 3,350 global accepts · Rating: 1900 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[waynetuinfor's solution](#)

1219.

848B

[Rooter's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, geometry, implementation, sortings, two pointers

[waynetuinfor's solution](#)

1220.

780D

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1221.

67D

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Quality: 1,777 global accepts · Rating: 1900 · first AC: 2017-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

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1222.

111B

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1223.

367B

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1224.

261B

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149D

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1226.

57C

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1227.

883G

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883I

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1229.

222E

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1230.

535C

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1231.

223C

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1232.

456D

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1233.

731F

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1234.

862C

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1235.

359C

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1236.

148E

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1237.

362C

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1238.

524C

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1239.

819B

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1240.

846D

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1241.

351B

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1242.

709D

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1243.

95C

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1244.

213B

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1245.

437D

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1246.

61E

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1247.

839B

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[waynetuinfor's solution](#)

1248.

378D

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[waynetuinfor's solution](#)

1249.

717E

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1250.

685B

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1251.

228E

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1252.

292E

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Quality: 4,883 global accepts · Rating: 1900 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures
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1253.

835D

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Quality: 4,660 global accepts · Rating: 1900 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings
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1254.

811C

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1255.

660D

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1256.

459E

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1257.

832D

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1258.

476D

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Quality: 5,033 global accepts · Rating: 1900 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
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1259.

622D

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Quality: 3,392 global accepts · Rating: 1900 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[waynetuinfor's solution](#)

1260.

597C

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Quality: 6,604 global accepts · Rating: 1900 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[waynetuinfor's solution](#)

1261.

353B

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[waynetuinfor's solution](#)

1262.

614C

[Peter and Snow Blower](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-07-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[waynetuinfor's solution](#)

1263.

366C

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Quality: 5,877 global accepts · Rating: 1900 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

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1264.

25D

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1265.

540D

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Quality: 6,496 global accepts · Rating: 1900 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[waynetuinfor's solution](#)

1266.

191C

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[waynetuinfor's solution](#)

1267.

803C

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Quality: 5,818 global accepts · Rating: 1900 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[waynetuinfor's solution](#)

1268.

739B

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[waynetuinfor's solution](#)

1269.

599D

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[waynetuinfor's solution](#)

1270.

818E

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Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

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1271.

817D

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Quality: 6,287 global accepts · Rating: 1900 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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1272.

803D

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Quality: 4,042 global accepts · Rating: 1900 · first AC: 2017-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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1273.

796C

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1274.

534D

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Quality: 2,575 global accepts · Rating: 1900 · first AC: 2017-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

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1275.

792D

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1276.

463D

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1277.

417D

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1278.

1974G

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1279.

1641B

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1280.

1346F

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1281.

1349B

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1282.

1349C

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1283.

494B

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Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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1284.

1142B

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1285.

1320C

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1286.

1240B

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1287.

1214E

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1288.

1268B

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Quality: 6,431 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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1289.

1229B

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1290.

1209E1

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1291.

1294F

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1292.

1250N

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Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

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1293.

542C

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1294.

1198C

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1295.

1190D

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Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers
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1296.

1165F1

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[waynetuinfor's solution](#)

1297.

1165F2

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[waynetuinfor's solution](#)

1298.

1156C

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Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-01 · last AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers
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1299.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
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1300.

1103B

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Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive
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1301.

1102F

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Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs
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1302.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees
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1303.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
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1304.

446B

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Quality: 3,856 global accepts · Rating: 2000 · first AC: 2018-10-26 · last AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy
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1305.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: data structures, greedy
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1306.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
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1307.

1060E

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Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[waynetuinfor's solution](#)

1308.

1053B

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Rating: 2000 · first AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
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1309.

1029F

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Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, number theory
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1310.

895C

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Quality: 7,347 global accepts · Rating: 2000 · first AC: 2017-11-27 · last AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[waynetuinfor's solution](#)

1311.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
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1312.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[waynetuinfor's solution](#)

1313.

1009E

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Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · last AC: 2018-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[waynetuinfor's solution](#)**1314.**

997B

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Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[waynetuinfor's solution](#)**1315.**

999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)**1316.**

999E

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Quality: 7,851 global accepts · Rating: 2000 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[waynetuinfor's solution](#)**1317.**

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[waynetuinfor's solution](#)**1318.**

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)**1319.**

380C

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

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[waynetuinfor's solution](#)**1320.**

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · last AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[waynetuinfor's solution](#)**1321.**

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)**1322.**

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[waynetuinfor's solution](#)**1323.**

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[waynetuinfor's solution](#)

1324.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2018-03-18 · last AC: 2018-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[waynetuinfor's solution](#)

1325.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2000 · first AC: 2018-03-18 · last AC: 2018-03-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, two pointers

[waynetuinfor's solution](#)

1326.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2018-02-25 · last AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1327.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[waynetuinfor's solution](#)

1328.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

1329.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[waynetuinfor's solution](#)

1330.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[waynetuinfor's solution](#)

1331.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[waynetuinfor's solution](#)

1332.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2017-12-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[waynetuinfor's solution](#)

1333.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[waynetuinfor's solution](#)

1334.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[waynetuinfor's solution](#)

1335.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2017-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[waynetuinfor's solution](#)

1336.

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2017-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1337.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[waynetuinfor's solution](#)

1338.

579E

[Weakness and Poorness](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: ternary search

[waynetuinfor's solution](#)

1339.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[waynetuinfor's solution](#)

1340.

556D

[Case of Fugitive](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[waynetuinfor's solution](#)

1341.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[waynetuinfor's solution](#)

1342.

454D

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

Rating: 2000 · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[waynetuinfor's solution](#)

1343.

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2017-12-04 · last AC: 2017-12-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, trees

[waynetuinfor's solution](#)

1344.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2017-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[waynetuinfor's solution](#)

1345.

189E

[Weak Memory](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, shortest paths

[waynetuinfor's solution](#)

1346.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[waynetuinfor's solution](#)

1347.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[waynetuinfor's solution](#)

1348.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[waynetuinfor's solution](#)

1349.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[waynetuinfor's solution](#)

1350.

433D

[Nanami's Digital Board](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2000 · first AC: 2017-11-14 · last AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation

[waynetuinfor's solution](#)

1351.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2017-11-11 · last AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[waynetuinfor's solution](#)

1352.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2017-11-08 · last AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1353.

193B

[Xor](#) · [Tutorial](#)

Quality: 1,140 global accepts · Rating: 2000 · first AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[waynetuinfor's solution](#)

1354.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2017-11-07 · last AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, strings

[waynetuinfor's solution](#)

1355.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2017-11-04 · last AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[waynetuinfor's solution](#)

1356.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2017-11-04 · last AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[waynetuinfor's solution](#)

1357.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[waynetuinfor's solution](#)

1358.

412D

[Giving Awards](#) · [Tutorial](#)

Quality: 2,437 global accepts · Rating: 2000 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[waynetuinfor's solution](#)

1359.

877E

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

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[waynetuinfor's solution](#)

1360.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[waynetuinfor's solution](#)

1361.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[waynetuinfor's solution](#)

1362.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2017-10-18 · last AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[waynetuinfor's solution](#)

1363.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-15 · last AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, interactive

[waynetuinfor's solution](#)

1364.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2017-10-14 · last AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[waynetuinfor's solution](#)

1365.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-10-14 · last AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[waynetuinfor's solution](#)

1366.

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2017-10-11 · last AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

1367.

340E

[lahub and Permutations](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[waynetuinfor's solution](#)

1368.

21C

[Stripe 2](#) · [Tutorial](#)

Quality: 2,539 global accepts · Rating: 2000 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings

[waynetuinfor's solution](#)

1369.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2017-10-01 · last AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math

[waynetuinfor's solution](#)

1370.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[waynetuinfor's solution](#)

1371.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2017-09-27 · last AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1372.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[waynetuinfor's solution](#)

1373.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[waynetuinfor's solution](#)

1374.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2017-09-21 · last AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[waynetuinfor's solution](#)

1375.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[waynetuinfor's solution](#)

1376.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2017-09-20 · last AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[waynetuinfor's solution](#)

1377.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2017-09-19 · last AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[waynetuinfor's solution](#)

1378.

263C

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

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2017-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation

[waynetuinfor's solution](#)

1379.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2017-09-15 · last AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[waynetuinfor's solution](#)

1380.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2017-09-10 · last AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[waynetuinfor's solution](#)

1381.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2017-09-10 · last AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[waynetuinfor's solution](#)

1382.

314C

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

Quality: 2,003 global accepts · Rating: 2000 · first AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[waynetuinfor's solution](#)

1383.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[waynetuinfor's solution](#)

1384.

27E

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

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[waynetuinfor's solution](#)

1385.

842D

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

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-30 · last AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[waynetuinfor's solution](#)

1386.

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,761 global accepts · Rating: 2000 · first AC: 2017-08-29 · last AC: 2017-08-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees
[waynetuinfor's solution](#)

1387.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

1388.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-08-25 · last AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities
[waynetuinfor's solution](#)

1389.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2017-08-24 · last AC: 2017-08-24 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures
[waynetuinfor's solution](#)

1390.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2017-08-18 · last AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
[waynetuinfor's solution](#)

1391.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees
[waynetuinfor's solution](#)

1392.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[waynetuinfor's solution](#)

1393.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices
[waynetuinfor's solution](#)

1394.

621E

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[waynetuinfor's solution](#)

1395.

469D

[Two Sets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, graph matchings, greedy

[waynetuinfor's solution](#)

1396.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[waynetuinfor's solution](#)

1397.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[waynetuinfor's solution](#)

1398.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[waynetuinfor's solution](#)

1399.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[waynetuinfor's solution](#)

1400.

400D

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

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths

[waynetuinfor's solution](#)

1401.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, ternary search

[waynetuinfor's solution](#)

1402.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[waynetuinfor's solution](#)

1403.

514D

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

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2017-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[waynetuinfor's solution](#)

1404.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2017-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[waynetuinfor's solution](#)

1405.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

1406.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[waynetuinfor's solution](#)

1407.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,499 global accepts · Rating: 2000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[waynetuinfor's solution](#)

1408.

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[waynetuinfor's solution](#)

1409.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2017-06-12 · last AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
[waynetuinfor's solution](#)

1410.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[waynetuinfor's solution](#)

1411.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings
[waynetuinfor's solution](#)

1412.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[waynetuinfor's solution](#)

1413.

807D

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[waynetuinfor's solution](#)

1414.

792C

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1415.

492E

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1416.

689E

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1417.

777E

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1418.

776D

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1419.

767C

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1420.

766D

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1421.

1971H

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1422.

1666J

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1575L

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1424.

1510G

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1425.

1510D

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1466F

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1240C

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1431.

1263E

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1432.

1254B2

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1250C

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542F

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1437.

1207F

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1438.

212C

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1184A2

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1184E2

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1056E

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190E

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355E

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260D

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577E

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859E

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1482.

313D

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936B

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920E

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414C

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840B

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899F

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900E

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895D

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242D

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229D

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799D

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1504.

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499E

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[waynetuinfor's solution](#)

1510.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[waynetuinfor's solution](#)

1511.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2017-10-15 · last AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, trees

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1512.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-10-13 · last AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[waynetuinfor's solution](#)

1513.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2017-10-13 · last AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[waynetuinfor's solution](#)

1514.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2017-10-13 · last AC: 2017-10-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures

[waynetuinfor's solution](#)

1515.

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2017-10-10 · last AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[waynetuinfor's solution](#)

1516.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2017-10-09 · last AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[waynetuinfor's solution](#)

1517.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2017-10-08 · last AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[waynetuinfor's solution](#)

1518.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[waynetuinfor's solution](#)

1519.

752E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[waynetuinfor's solution](#)

1520.

282D

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

Quality: 1,615 global accepts · Rating: 2100 · first AC: 2017-09-27 · last AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[waynetuinfor's solution](#)

1521.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-09-23 · last AC: 2017-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[waynetuinfor's solution](#)

1522.

862E

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

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[waynetuinfor's solution](#)

1523.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-09-16 · last AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[waynetuinfor's solution](#)

1524.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[waynetuinfor's solution](#)

1525.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2017-09-13 · last AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[waynetuinfor's solution](#)

1526.

776E

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

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-09-10 · last AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

1527.

766E

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

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-09-08 · last AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[waynetuinfor's solution](#)

1528.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math
[waynetuinfor's solution](#)

1529.

854E

[Boredom](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-06 · last AC: 2017-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[waynetuinfor's solution](#)

1530.

851D

[Arpa and a list of numbers](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-05 · last AC: 2017-09-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[waynetuinfor's solution](#)

1531.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2017-09-03 · last AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings
[waynetuinfor's solution](#)

1532.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2017-09-02 · last AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[waynetuinfor's solution](#)

1533.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[waynetuinfor's solution](#)

1534.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2017-08-26 · last AC: 2017-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[waynetuinfor's solution](#)

1535.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2017-08-25 · last AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[waynetuinfor's solution](#)

1536.

590B

[Chip 'n Dale Rescue Rangers](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2017-08-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, math
[waynetuinfor's solution](#)

1537.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2017-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[waynetuinfor's solution](#)

1538.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[waynetuinfor's solution](#)

1539.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[waynetuinfor's solution](#)

1540.

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2017-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[waynetuinfor's solution](#)

1541.

276E

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

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[waynetuinfor's solution](#)

1542.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[waynetuinfor's solution](#)

1543.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2017-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[waynetuinfor's solution](#)

1544.

546E

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

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, math

[waynetuinfor's solution](#)

1545.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2017-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[waynetuinfor's solution](#)

1546.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,789 global accepts · Rating: 2100 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[waynetuinfor's solution](#)

1547.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[waynetuinfor's solution](#)

1548.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[waynetuinfor's solution](#)

1549.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[waynetuinfor's solution](#)

1550.

319C

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

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2017-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[waynetuinfor's solution](#)

1551.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2017-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[waynetuinfor's solution](#)

1552.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,242 global accepts · Rating: 2100 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[waynetuinfor's solution](#)

1553.

828E

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[waynetuinfor's solution](#)

1554.

703D

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

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1555.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2017-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[waynetuinfor's solution](#)

1556.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[waynetuinfor's solution](#)

1557.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2100 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[waynetuinfor's solution](#)

1558.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[waynetuinfor's solution](#)

1559.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2017-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[waynetuinfor's solution](#)

1560.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[waynetuinfor's solution](#)

1561.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[waynetuinfor's solution](#)

1562.

764D

[Timofey and rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-02-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[waynetuinfor's solution](#)

1563.

609E

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

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2017-01-07 · last AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[waynetuinfor's solution](#)

1564.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[waynetuinfor's solution](#)

1565.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[waynetuinfor's solution](#)

1566.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[waynetuinfor's solution](#)

1567.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[waynetuinfor's solution](#)

1568.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[waynetuinfor's solution](#)

1569.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[waynetuinfor's solution](#)

1570.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[waynetuinfor's solution](#)

1571.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[waynetuinfor's solution](#)

1572.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[waynetuinfor's solution](#)

1573.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[waynetuinfor's solution](#)

1574.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[waynetuinfor's solution](#)

1575.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[waynetuinfor's solution](#)

1576.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[waynetuinfor's solution](#)

1577.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[waynetuinfor's solution](#)

1578.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[waynetuinfor's solution](#)

1579.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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1580.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

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1581.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

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1582.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[waynetuinfor's solution](#)

1583.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[waynetuinfor's solution](#)

1584.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[waynetuinfor's solution](#)

1585.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2019-07-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[waynetuinfor's solution](#)

1586.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[waynetuinfor's solution](#)

1587.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1588.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[waynetuinfor's solution](#)

1589.

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-01 · last AC: 2019-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[waynetuinfor's solution](#)

1590.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[waynetuinfor's solution](#)

1591.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[waynetuinfor's solution](#)

1592.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[waynetuinfor's solution](#)

1593.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[waynetuinfor's solution](#)

1594.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[waynetuinfor's solution](#)

1595.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[waynetuinfor's solution](#)

1596.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[waynetuinfor's solution](#)

1597.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2019-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[waynetuinfor's solution](#)

1598.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[waynetuinfor's solution](#)

1599.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings
[waynetuinfor's solution](#)

1600.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities
[waynetuinfor's solution](#)

1601.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[waynetuinfor's solution](#)

1602.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs
[waynetuinfor's solution](#)

1603.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[waynetuinfor's solution](#)

1604.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[waynetuinfor's solution](#)

1605.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[waynetuinfor's solution](#)

1606.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: fft, math
[waynetuinfor's solution](#)

1607.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: dp, graphs, number theory, shortest paths
[waynetuinfor's solution](#)

1608.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths
[waynetuinfor's solution](#)

1609.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-08 · last AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[waynetuinfor's solution](#)

1610.

1034B

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

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[waynetuinfor's solution](#)

1611.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[waynetuinfor's solution](#)

1612.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[waynetuinfor's solution](#)

1613.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[waynetuinfor's solution](#)

1614.

65D

[Harry Potter and the Sorting Hat](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2200 · first AC: 2018-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, hashing

[waynetuinfor's solution](#)

1615.

1003F

[Abbreviation](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings

[waynetuinfor's solution](#)

1616.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[waynetuinfor's solution](#)

1617.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[waynetuinfor's solution](#)

1618.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2018-01-27 · last AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, interactive, trees

[waynetuinfor's solution](#)

1619.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · last AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[waynetuinfor's solution](#)

1620.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2018-05-11 · last AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[waynetuinfor's solution](#)

1621.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-09 · last AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[waynetuinfor's solution](#)

1622.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2018-04-21 · last AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory

[waynetuinfor's solution](#)

1623.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[waynetuinfor's solution](#)

1624.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[waynetuinfor's solution](#)

1625.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,407 global accepts · Rating: 2200 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[waynetuinfor's solution](#)

1626.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[waynetuinfor's solution](#)

1627.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[waynetuinfor's solution](#)

1628.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2018-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[waynetuinfor's solution](#)

1629.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms,

graphs

[waynetuinfor's solution](#)

1630.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2018-03-16 · last AC: 2018-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, geometry, trees

[waynetuinfor's solution](#)

1631.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2018-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

1632.

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2018-03-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[waynetuinfor's solution](#)

1633.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[waynetuinfor's solution](#)

1634.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[waynetuinfor's solution](#)

1635.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[waynetuinfor's solution](#)

1636.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2018-02-27 · last AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[waynetuinfor's solution](#)

1637.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · last AC: 2018-02-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[waynetuinfor's solution](#)

1638.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-12 · last AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1639.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[waynetuinfor's solution](#)

1640.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[waynetuinfor's solution](#)

1641.

743E

[Vladik and cards](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2200 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp
[waynetuinfor's solution](#)

1642.

385D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, geometry
[waynetuinfor's solution](#)

1643.

903D

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

Quality: 4,474 global accepts · Rating: 2200 · first AC: 2017-12-13 · last AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[waynetuinfor's solution](#)

1644.

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings
[waynetuinfor's solution](#)

1645.

757D

[Felicity's Big Secret Revealed](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2200 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[waynetuinfor's solution](#)

1646.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2017-12-09 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[waynetuinfor's solution](#)

1647.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2017-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees
[waynetuinfor's solution](#)

1648.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[waynetuinfor's solution](#)

1649.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-20 · last AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees
[waynetuinfor's solution](#)

1650.

618D

[Hamiltonian Spanning Tree](#) · [Tutorial](#)

Quality: 1,895 global accepts · Rating: 2200 · first AC: 2017-11-16 · last AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[waynetuinfor's solution](#)

1651.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[waynetuinfor's solution](#)

1652.

301D

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

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2017-11-09 · last AC: 2017-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1653.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2017-11-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[waynetuinfor's solution](#)

1654.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2017-11-05 · last AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[waynetuinfor's solution](#)

1655.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2017-11-04 · last AC: 2017-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[waynetuinfor's solution](#)

1656.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2017-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[waynetuinfor's solution](#)

1657.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2200 · first AC: 2017-11-01 · last AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[waynetuinfor's solution](#)

1658.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2017-10-31 · last AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[waynetuinfor's solution](#)

1659.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2017-10-31 · last AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[waynetuinfor's solution](#)

1660.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2017-10-29 · last AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[waynetuinfor's solution](#)

1661.

690C3

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

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: trees

[waynetuinfor's solution](#)

1662.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2017-10-24 · last AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[waynetuinfor's solution](#)

1663.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2017-10-24 · last AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[waynetuinfor's solution](#)

1664.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2017-10-23 · last AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[waynetuinfor's solution](#)

1665.

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-10-21 · last AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[waynetuinfor's solution](#)

1666.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[waynetuinfor's solution](#)

1667.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-10-20 · last AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[waynetuinfor's solution](#)

1668.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2017-10-20 · last AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[waynetuinfor's solution](#)

1669.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[waynetuinfor's solution](#)

1670.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2017-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[waynetuinfor's solution](#)

1671.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[waynetuinfor's solution](#)

1672.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[waynetuinfor's solution](#)

1673.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[waynetuinfor's solution](#)

1674.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2017-10-02 · last AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1675.

554E

[Love Triangles](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[waynetuinfor's solution](#)

1676.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2017-09-24 · last AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[waynetuinfor's solution](#)

1677.

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,929 global accepts · Rating: 2200 · first AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[waynetuinfor's solution](#)

1678.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2017-09-22 · last AC: 2017-09-22 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[waynetuinfor's solution](#)

1679.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: flows

[waynetuinfor's solution](#)

1680.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2017-09-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[waynetuinfor's solution](#)

1681.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy
[waynetuinfor's solution](#)

1682.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2200 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices
[waynetuinfor's solution](#)

1683.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2017-09-15 · last AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[waynetuinfor's solution](#)

1684.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2017-09-14 · last AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[waynetuinfor's solution](#)

1685.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2017-09-13 · last AC: 2017-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings
[waynetuinfor's solution](#)

1686.

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2017-09-03 · last AC: 2017-09-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[waynetuinfor's solution](#)

1687.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-08-27 · last AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[waynetuinfor's solution](#)

1688.

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2017-08-28 · last AC: 2017-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[waynetuinfor's solution](#)

1689.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2017-08-27 · last AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[waynetuinfor's solution](#)

1690.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[waynetuinfor's solution](#)

1691.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,733 global accepts · Rating: 2200 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[waynetuinfor's solution](#)

1692.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math
[waynetuinfor's solution](#)

1693.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[waynetuinfor's solution](#)

1694.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2017-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry
[waynetuinfor's solution](#)

1695.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[waynetuinfor's solution](#)

1696.

821D

[Okabe and City](#) · [Tutorial](#)

Quality: 1,703 global accepts · Rating: 2200 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[waynetuinfor's solution](#)

1697.

816D

[Karen and Test](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-06-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[waynetuinfor's solution](#)

1698.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
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1699.

807E

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Rating: 2200 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[waynetuinfor's solution](#)

1700.

805E

[Ice cream coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2017-05-06 · last AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[waynetuinfor's solution](#)

1701.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2017-03-25 · last AC: 2017-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1702.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,248 global accepts · Rating: 2200 · first AC: 2017-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1703.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[waynetuinfor's solution](#)

1704.

1601C

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Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[waynetuinfor's solution](#)

1705.

1575I

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Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[waynetuinfor's solution](#)

1706.

1575B

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Quality: 538 global accepts · Rating: 2300 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

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1707.

1346G

[Two IP Cameras](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 2300 · first AC: 2020-05-29 · Kotlin 1.4 (first AC) · Tags: *special, math, number theory

[waynetuinfor's solution](#)

1708.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-03-16 · last AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

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1709.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[waynetuinfor's solution](#)

1710.

1316E

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Quality: 5,369 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

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1711.

1190C

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[waynetuinfor's solution](#)

1712.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[waynetuinfor's solution](#)

1713.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[waynetuinfor's solution](#)

1714.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

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1715.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[waynetuinfor's solution](#)

1716.

1270E

[Divide Points](#) · [Tutorial](#)

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1717.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

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1718.

1250E

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1719.

1252J

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Quality: 783 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[waynetuinfor's solution](#)

1720.

1252L

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Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[waynetuinfor's solution](#)

1721.

1252B

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Quality: 585 global accepts · Rating: 2300 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

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1722.

1217E

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Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[waynetuinfor's solution](#)

1723.

62D

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Quality: 449 global accepts · Rating: 2300 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
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1724.

1200F

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1725.

1198D

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1726.

1197E

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Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
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1727.

1188B

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1728.

1148E

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1729.

1156F

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Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
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1730.

1151F

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1731.

1139D

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Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
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1732.

1131E

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1733.

1101G

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Quality: 2,208 global accepts · Rating: 2300 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices
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1734.

1096F

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Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
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1735.

1086C

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Rating: 2300 · first AC: 2018-12-24 · last AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[waynetuinfor's solution](#)

1736.

1093G

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Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
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1737.

1062E

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Quality: 2,073 global accepts · Rating: 2300 · first AC: 2018-11-15 · last AC: 2018-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
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1738.

1073E

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Quality: 3,573 global accepts · Rating: 2300 · first AC: 2018-10-26 · last AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
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1739.

1070G

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Quality: 930 global accepts · Rating: 2300 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
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1740.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings
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1741.

1042E

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Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
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1742.

1015F

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1743.

1009F

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1744.

993E

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1745.

995C

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1746.

985F

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1747.

425D

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1748.

111D

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1749.

846E

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1750.

808E

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Quality: 2,191 global accepts · Rating: 2300 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

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1751.

659G

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1752.

762D

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Quality: 1,810 global accepts · Rating: 2300 · first AC: 2018-04-11 · last AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[waynetuinfor's solution](#)

1753.

960E

[Alternating Tree](#) · [Tutorial](#)

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1754.

711E

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Quality: 1,371 global accepts · Rating: 2300 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

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1755.

768F

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1756.

553D

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1757.

460D

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1758.

772C

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1759.

500E

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1760.

713C

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1761.

570E

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1762.

936C

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1763.

268D

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1764.

935E

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1765.

938E

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1766.

856B

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1767.

677E

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1768.

677D

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Quality: 1,958 global accepts · Rating: 2300 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths
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1769.

915E

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1770.

901C

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1771.

300E

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1772.

898F

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[waynetuinfor's solution](#)

1773.

327E

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algorithms, dp, meet-in-the-middle

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1774.

547C

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1775.

652E

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1776.

155E

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Rating: 2300 · first AC: 2017-12-08 · last AC: 2017-12-08 · C++14 (GCC 6-32) (first AC) · Tags: hashing, sortings

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1777.

895E

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Quality: 1,268 global accepts · Rating: 2300 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

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1778.

893F

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[waynetuinfor's solution](#)

1779.

891C

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[waynetuinfor's solution](#)

1780.

91C

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Quality: 1,011 global accepts · Rating: 2300 · first AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dsu, graphs

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1781.

888G

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1782.

585D

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1783.

601C

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1784.

160D

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1785.

884D

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1786.

788C

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Quality: 2,579 global accepts · Rating: 2300 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[waynetuinfor's solution](#)

1787.

877F

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1788.

718C

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[waynetuinfor's solution](#)

1789.

85D

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Quality: 2,419 global accepts · Rating: 2300 · first AC: 2017-10-20 · last AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[waynetuinfor's solution](#)

1790.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2017-10-14 · last AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[waynetuinfor's solution](#)

1791.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[waynetuinfor's solution](#)

1792.

596D

[Wilbur and Trees](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: 2300 · first AC: 2017-10-11 · last AC: 2017-10-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities, sortings

[waynetuinfor's solution](#)

1793.

610D

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

Quality: 1,734 global accepts · Rating: 2300 · first AC: 2017-10-10 · last AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, geometry, two pointers

[waynetuinfor's solution](#)

1794.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2017-10-10 · last AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[waynetuinfor's solution](#)

1795.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2017-10-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[waynetuinfor's solution](#)

1796.

860D

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-09-30 · last AC: 2017-09-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[waynetuinfor's solution](#)

1797.

515E

[Brazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2017-09-16 · last AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1798.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2017-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1799.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2017-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[waynetuinfor's solution](#)

1800.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2017-09-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[waynetuinfor's solution](#)

1801.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2017-09-02 · last AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[waynetuinfor's solution](#)

1802.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2017-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[waynetuinfor's solution](#)

1803.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[waynetuinfor's solution](#)

1804.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2017-08-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, sortings

[waynetuinfor's solution](#)

1805.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[waynetuinfor's solution](#)

1806.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2017-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[waynetuinfor's solution](#)

1807.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2017-07-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[waynetuinfor's solution](#)

1808.

831F

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

1809.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[waynetuinfor's solution](#)

1810.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[waynetuinfor's solution](#)

1811.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[waynetuinfor's solution](#)

1812.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[waynetuinfor's solution](#)

1813.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2017-03-23 · last AC: 2017-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[waynetuinfor's solution](#)

1814.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2017-03-08 · last AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[waynetuinfor's solution](#)

1815.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-02-15 · last AC: 2017-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[waynetuinfor's solution](#)

1816.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[waynetuinfor's solution](#)

1817.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[waynetuinfor's solution](#)

1818.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[waynetuinfor's solution](#)

1819.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[waynetuinfor's solution](#)

1820.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[waynetuinfor's solution](#)

1821.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[waynetuinfor's solution](#)

1822.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[waynetuinfor's solution](#)

1823.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[waynetuinfor's solution](#)

1824.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[waynetuinfor's solution](#)

1825.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[waynetuinfor's solution](#)

1826.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[waynetuinfor's solution](#)

1827.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[waynetuinfor's solution](#)

1828.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

1829.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[waynetuinfor's solution](#)

1830.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[waynetuinfor's solution](#)

1831.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[waynetuinfor's solution](#)

1832.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[waynetuinfor's solution](#)

1833.

1252F

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

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[waynetuinfor's solution](#)

1834.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[waynetuinfor's solution](#)

1835.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[waynetuinfor's solution](#)

1836.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2018-04-02 · last AC: 2019-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[waynetuinfor's solution](#)

1837.

542A

[Place Your Ad Here](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2400 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[waynetuinfor's solution](#)

1838.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[waynetuinfor's solution](#)

1839.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[waynetuinfor's solution](#)

1840.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[waynetuinfor's solution](#)

1841.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-04-01 · last AC: 2019-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[waynetuinfor's solution](#)

1842.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2019-03-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[waynetuinfor's solution](#)

1843.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[waynetuinfor's solution](#)

1844.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2019-02-24 · last AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[waynetuinfor's solution](#)

1845.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2019-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[waynetuinfor's solution](#)

1846.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[waynetuinfor's solution](#)

1847.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-05 · last AC: 2019-02-05 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[waynetuinfor's solution](#)

1848.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[waynetuinfor's solution](#)

1849.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2019-01-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[waynetuinfor's solution](#)

1850.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · last AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[waynetuinfor's solution](#)

1851.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-28 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[waynetuinfor's solution](#)

1852.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1853.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1854.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1855.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[waynetuinfor's solution](#)

1856.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[waynetuinfor's solution](#)

1857.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees
[waynetuinfor's solution](#)

1858.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[waynetuinfor's solution](#)

1859.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities
[waynetuinfor's solution](#)

1860.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-11-19 · last AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees
[waynetuinfor's solution](#)

1861.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-11-12 · last AC: 2018-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[waynetuinfor's solution](#)

1862.

1074D

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

Rating: 2400 · first AC: 2018-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, hashing
[waynetuinfor's solution](#)

1863.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-24 · GNU C++11 (first AC) · Tags: data structures, greedy
[waynetuinfor's solution](#)

1864.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, trees
[waynetuinfor's solution](#)

1865.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2018-09-26 · last AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
[waynetuinfor's solution](#)

1866.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees
[waynetuinfor's solution](#)

1867.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2018-09-07 · last AC: 2018-09-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[waynetuinfor's solution](#)

1868.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-07 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory
[waynetuinfor's solution](#)

1869.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-23 · last AC: 2018-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs
[waynetuinfor's solution](#)

1870.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-09 · last AC: 2018-08-09 · C++14 (GCC 6-32) (first AC) · Tags: geometry, hashing, strings
[waynetuinfor's solution](#)

1871.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry
[waynetuinfor's solution](#)

1872.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy
[waynetuinfor's solution](#)

1873.

1005E2

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

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-09 · last AC: 2018-07-10 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[waynetuinfor's solution](#)

1874.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2018-06-27 · last AC: 2018-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[waynetuinfor's solution](#)

1875.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-11 · last AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[waynetuinfor's solution](#)

1876.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-16 · last AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[waynetuinfor's solution](#)

1877.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[waynetuinfor's solution](#)

1878.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1879.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2018-02-10 · last AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[waynetuinfor's solution](#)

1880.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2018-05-25 · last AC: 2018-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, probabilities

[waynetuinfor's solution](#)

1881.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[waynetuinfor's solution](#)

1882.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[waynetuinfor's solution](#)

1883.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2018-04-12 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[waynetuinfor's solution](#)

1884.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2400 · first AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[waynetuinfor's solution](#)

1885.

639D

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

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2018-04-10 · last AC: 2018-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[waynetuinfor's solution](#)

1886.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[waynetuinfor's solution](#)

1887.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

1888.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2018-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[waynetuinfor's solution](#)

1889.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2018-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[waynetuinfor's solution](#)

1890.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[waynetuinfor's solution](#)

1891.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2018-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[waynetuinfor's solution](#)

1892.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2018-03-27 · last AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1893.

164C

[Machine Programming](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2400 · first AC: 2018-03-18 · last AC: 2018-03-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[waynetuinfor's solution](#)

1894.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2018-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[waynetuinfor's solution](#)

1895.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2018-03-08 · last AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation

[waynetuinfor's solution](#)

1896.

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[waynetuinfor's solution](#)

1897.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[waynetuinfor's solution](#)

1898.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2018-03-06 · last AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1899.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-02-13 · last AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[waynetuinfor's solution](#)

1900.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2018-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[waynetuinfor's solution](#)

1901.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-01-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[waynetuinfor's solution](#)

1902.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[waynetuinfor's solution](#)

1903.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2017-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1904.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2017-11-22 · last AC: 2017-11-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, number theory

[waynetuinfor's solution](#)

1905.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1906.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-12 · last AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[waynetuinfor's solution](#)

1907.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,087 global accepts · Rating: 2400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[waynetuinfor's solution](#)**1908.**

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2017-11-07 · last AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[waynetuinfor's solution](#)**1909.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2017-11-02 · last AC: 2017-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[waynetuinfor's solution](#)**1910.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2017-10-30 · last AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[waynetuinfor's solution](#)**1911.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2017-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)**1912.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2017-10-19 · last AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[waynetuinfor's solution](#)**1913.**

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2017-10-17 · last AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)**1914.**

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2017-10-14 · last AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[waynetuinfor's solution](#)**1915.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2017-10-14 · last AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[waynetuinfor's solution](#)**1916.**

869E

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

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[waynetuinfor's solution](#)

1917.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2017-10-05 · last AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[waynetuinfor's solution](#)

1918.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[waynetuinfor's solution](#)

1919.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2017-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[waynetuinfor's solution](#)

1920.

198E

[Gripping Story](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2400 · first AC: 2017-09-19 · last AC: 2017-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[waynetuinfor's solution](#)

1921.

330E

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

Rating: 2400 · first AC: 2017-09-10 · last AC: 2017-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

1922.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[waynetuinfor's solution](#)

1923.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2017-08-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[waynetuinfor's solution](#)

1924.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[waynetuinfor's solution](#)

1925.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2017-07-30 · last AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[waynetuinfor's solution](#)

1926.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2017-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[waynetuinfor's solution](#)

1927.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2017-07-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[waynetuinfor's solution](#)**1928.**

816E

[Karen and Supermarket](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[waynetuinfor's solution](#)**1929.**

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2017-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[waynetuinfor's solution](#)**1930.**

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)**1931.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[waynetuinfor's solution](#)**1932.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[waynetuinfor's solution](#)**1933.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[waynetuinfor's solution](#)**1934.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[waynetuinfor's solution](#)**1935.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · last AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[waynetuinfor's solution](#)**1936.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[waynetuinfor's solution](#)

1937.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[waynetuinfor's solution](#)

1938.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[waynetuinfor's solution](#)

1939.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[waynetuinfor's solution](#)

1940.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[waynetuinfor's solution](#)

1941.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers
[waynetuinfor's solution](#)

1942.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities
[waynetuinfor's solution](#)

1943.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings
[waynetuinfor's solution](#)

1944.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-02-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees
[waynetuinfor's solution](#)

1945.

1314B

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

Rating: 2500 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[waynetuinfor's solution](#)

1946.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[waynetuinfor's solution](#)

1947.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[waynetuinfor's solution](#)

1948.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[waynetuinfor's solution](#)

1949.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[waynetuinfor's solution](#)

1950.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[waynetuinfor's solution](#)

1951.

211D

[Cutting a Fence](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

1952.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[waynetuinfor's solution](#)

1953.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[waynetuinfor's solution](#)

1954.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[waynetuinfor's solution](#)

1955.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-08 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[waynetuinfor's solution](#)

1956.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

1957.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-04-03 · last AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[waynetuinfor's solution](#)

1958.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2019-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[waynetuinfor's solution](#)

1959.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2019-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[waynetuinfor's solution](#)

1960.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · last AC: 2019-01-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[waynetuinfor's solution](#)

1961.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-24 · last AC: 2018-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[waynetuinfor's solution](#)

1962.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[waynetuinfor's solution](#)

1963.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-11 · last AC: 2018-11-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[waynetuinfor's solution](#)

1964.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2018-10-28 · last AC: 2018-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[waynetuinfor's solution](#)

1965.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[waynetuinfor's solution](#)

1966.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2018-06-19 · last AC: 2018-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[waynetuinfor's solution](#)

1967.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-28 · last AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1968.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[waynetuinfor's solution](#)

1969.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[waynetuinfor's solution](#)

1970.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar
[waynetuinfor's solution](#)

1971.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[waynetuinfor's solution](#)

1972.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[waynetuinfor's solution](#)

1973.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2018-04-12 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers
[waynetuinfor's solution](#)

1974.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2018-04-07 · last AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[waynetuinfor's solution](#)

1975.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

1976.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2018-03-21 · last AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[waynetuinfor's solution](#)

1977.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2018-03-20 · last AC: 2018-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[waynetuinfor's solution](#)

1978.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2018-03-08 · last AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[waynetuinfor's solution](#)

1979.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2018-03-08 · last AC: 2018-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[waynetuinfor's solution](#)

1980.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2018-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[waynetuinfor's solution](#)

1981.

435E

[Special Graph](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 2500 · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

1982.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2018-02-08 · last AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[waynetuinfor's solution](#)

1983.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2017-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[waynetuinfor's solution](#)

1984.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[waynetuinfor's solution](#)

1985.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2017-11-15 · last AC: 2017-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[waynetuinfor's solution](#)

1986.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2017-11-11 · last AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

1987.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2017-11-11 · last AC: 2017-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[waynetuinfor's solution](#)

1988.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2017-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[waynetuinfor's solution](#)

1989.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · last AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[waynetuinfor's solution](#)

1990.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-10-03 · last AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[waynetuinfor's solution](#)

1991.

614E

[Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-10-02 · last AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[waynetuinfor's solution](#)

1992.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[waynetuinfor's solution](#)

1993.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2017-10-01 · last AC: 2017-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[waynetuinfor's solution](#)

1994.

855D

[Rowena Ravenclaw's Diadem](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2500 · first AC: 2017-09-26 · last AC: 2017-09-26 · C++14 (GCC 6-32) (first AC) · Tags: trees

[waynetuinfor's solution](#)

1995.

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2017-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[waynetuinfor's solution](#)

1996.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2017-09-12 · last AC: 2017-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[waynetuinfor's solution](#)

1997.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2017-09-08 · last AC: 2017-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[waynetuinfor's solution](#)

1998.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-08-30 · last AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[waynetuinfor's solution](#)

1999.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[waynetuinfor's solution](#)

2000.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2017-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft
[waynetuinfor's solution](#)

2001.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2017-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory
[waynetuinfor's solution](#)

2002.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2017-07-03 · last AC: 2017-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[waynetuinfor's solution](#)

2003.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math
[waynetuinfor's solution](#)

2004.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[waynetuinfor's solution](#)

2005.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[waynetuinfor's solution](#)

2006.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[waynetuinfor's solution](#)

2007.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[waynetuinfor's solution](#)

2008.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
[waynetuinfor's solution](#)

2009.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[waynetuinfor's solution](#)

2010.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[waynetuinfor's solution](#)

2011.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[waynetuinfor's solution](#)

2012.

1325E

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

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[waynetuinfor's solution](#)

2013.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[waynetuinfor's solution](#)

2014.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[waynetuinfor's solution](#)

2015.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-02-27 · last AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[waynetuinfor's solution](#)

2016.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2020-02-14 · last AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[waynetuinfor's solution](#)

2017.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2020-02-08 · last AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[waynetuinfor's solution](#)

2018.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[waynetuinfor's solution](#)

2019.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[waynetuinfor's solution](#)

2020.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[waynetuinfor's solution](#)

2021.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · last AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[waynetuinfor's solution](#)

2022.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[waynetuinfor's solution](#)

2023.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[waynetuinfor's solution](#)

2024.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2019-02-12 · last AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

2025.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[waynetuinfor's solution](#)

2026.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-11-16 · last AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[waynetuinfor's solution](#)

2027.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-25 · last AC: 2018-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

2028.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2018-09-20 · last AC: 2018-09-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[waynetuinfor's solution](#)

2029.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2018-04-16 · last AC: 2018-09-12 · C++14 (GCC 6-32) (first AC) · Tags: fft
[waynetuinfor's solution](#)

2030.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2018-07-01 · last AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[waynetuinfor's solution](#)

2031.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-04 · last AC: 2018-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[waynetuinfor's solution](#)

2032.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-03-30 · last AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math
[waynetuinfor's solution](#)

2033.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2018-04-21 · last AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[waynetuinfor's solution](#)

2034.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2018-04-21 · last AC: 2018-04-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy
[waynetuinfor's solution](#)

2035.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2018-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[waynetuinfor's solution](#)

2036.

963C

[Cutting Rectangle](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-18 · last AC: 2018-04-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[waynetuinfor's solution](#)

2037.

535E

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

Quality: 864 global accepts · Rating: 2600 · first AC: 2018-04-17 · last AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[waynetuinfor's solution](#)

2038.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2018-04-11 · last AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math
[waynetuinfor's solution](#)

2039.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2018-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[waynetuinfor's solution](#)

2040.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2018-04-03 · last AC: 2018-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[waynetuinfor's solution](#)

2041.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2018-03-28 · last AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[waynetuinfor's solution](#)

2042.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[waynetuinfor's solution](#)

2043.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2018-02-13 · last AC: 2018-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

2044.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2018-02-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[waynetuinfor's solution](#)

2045.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-11-07 · last AC: 2017-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[waynetuinfor's solution](#)

2046.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2017-10-19 · last AC: 2017-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[waynetuinfor's solution](#)

2047.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2017-02-10 · last AC: 2017-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[waynetuinfor's solution](#)

2048.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2017-08-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[waynetuinfor's solution](#)

2049.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[waynetuinfor's solution](#)

2050.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers
[waynetuinfor's solution](#)

2051.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[waynetuinfor's solution](#)

2052.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[waynetuinfor's solution](#)

2053.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2054.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities
[waynetuinfor's solution](#)

2055.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[waynetuinfor's solution](#)

2056.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths
[waynetuinfor's solution](#)

2057.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[waynetuinfor's solution](#)

2058.

494D

[Birthday](#) · [Tutorial](#)

Quality: 669 global accepts · Rating: 2700 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees
[waynetuinfor's solution](#)

2059.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[waynetuinfor's solution](#)

2060.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2020-02-28 · last AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[waynetuinfor's solution](#)

2061.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-02-27 · last AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[waynetuinfor's solution](#)

2062.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[waynetuinfor's solution](#)

2063.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[waynetuinfor's solution](#)

2064.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[waynetuinfor's solution](#)

2065.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[waynetuinfor's solution](#)

2066.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[waynetuinfor's solution](#)

2067.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-11-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[waynetuinfor's solution](#)

2068.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices

[waynetuinfor's solution](#)

2069.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[waynetuinfor's solution](#)

2070.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-22 · last AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[waynetuinfor's solution](#)

2071.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[waynetuinfor's solution](#)

2072.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[waynetuinfor's solution](#)

2073.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

2074.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2019-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[waynetuinfor's solution](#)

2075.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[waynetuinfor's solution](#)

2076.

1054F

[Electric Scheme](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2700 · first AC: 2018-10-23 · last AC: 2018-10-23 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[waynetuinfor's solution](#)

2077.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-23 · last AC: 2018-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[waynetuinfor's solution](#)

2078.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2018-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[waynetuinfor's solution](#)

2079.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-25 · last AC: 2018-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[waynetuinfor's solution](#)

2080.

833C

[Ever-Hungry Krakoznyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2018-06-16 · last AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, math

[waynetuinfor's solution](#)

2081.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2018-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[waynetuinfor's solution](#)

2082.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2018-03-28 · last AC: 2018-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[waynetuinfor's solution](#)

2083.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, math

[waynetuinfor's solution](#)

2084.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2017-10-15 · last AC: 2017-10-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[waynetuinfor's solution](#)

2085.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2017-10-10 · last AC: 2017-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

2086.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2017-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[waynetuinfor's solution](#)

2087.

807F

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[waynetuinfor's solution](#)

2088.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[waynetuinfor's solution](#)

2089.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[waynetuinfor's solution](#)

2090.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[waynetuinfor's solution](#)

2091.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[waynetuinfor's solution](#)

2092.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[waynetuinfor's solution](#)

2093.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[waynetuinfor's solution](#)

2094.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

2095.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, probabilities

[waynetuinfor's solution](#)

2096.

1314C

[Au Pont Rouge](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, strings

[waynetuinfor's solution](#)

2097.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[waynetuinfor's solution](#)

2098.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math

[waynetuinfor's solution](#)

2099.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[waynetuinfor's solution](#)

2100.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

2101.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[waynetuinfor's solution](#)

2102.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2019-06-19 · last AC: 2019-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, probabilities

[waynetuinfor's solution](#)

2103.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2019-02-24 · last AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[waynetuinfor's solution](#)

2104.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2019-02-12 · last AC: 2019-02-12 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[waynetuinfor's solution](#)

2105.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

2106.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2018-11-29 · last AC: 2018-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees

[waynetuinfor's solution](#)

2107.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2018-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[waynetuinfor's solution](#)

2108.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2018-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[waynetuinfor's solution](#)

2109.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-31 · last AC: 2018-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, trees

[waynetuinfor's solution](#)

2110.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2018-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[waynetuinfor's solution](#)

2111.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2018-03-06 · last AC: 2018-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[waynetuinfor's solution](#)

2112.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[waynetuinfor's solution](#)

2113.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2018-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[waynetuinfor's solution](#)

2114.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2018-02-11 · last AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[waynetuinfor's solution](#)

2115.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[waynetuinfor's solution](#)

2116.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-26 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[waynetuinfor's solution](#)

2117.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[waynetuinfor's solution](#)

2118.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[waynetuinfor's solution](#)

2119.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[waynetuinfor's solution](#)

2120.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-25 · last AC: 2018-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp

[waynetuinfor's solution](#)

2121.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-19 · last AC: 2018-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[waynetuinfor's solution](#)

2122.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2018-04-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks
[waynetuinfor's solution](#)

2123.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math
[waynetuinfor's solution](#)

2124.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-02 · last AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
[waynetuinfor's solution](#)

2125.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-11 · last AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[waynetuinfor's solution](#)

2126.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[waynetuinfor's solution](#)

2127.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2019-10-30 · last AC: 2019-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings, trees
[waynetuinfor's solution](#)

2128.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2019-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[waynetuinfor's solution](#)

2129.

1008E

[Guess two numbers](#) · [Tutorial](#)

Rating: 3000 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[waynetuinfor's solution](#)

2130.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2018-03-27 · last AC: 2018-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[waynetuinfor's solution](#)

2131.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2017-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[waynetuinfor's solution](#)

2132.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-07-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

2133.

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[waynetuinfor's solution](#)

2134.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[waynetuinfor's solution](#)

2135.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[waynetuinfor's solution](#)

2136.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2018-02-18 · last AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

2137.

1666K

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

Quality: 357 global accepts · Rating: 3200 · first AC: 2022-05-04 · C++20 (GCC 11-64) (first AC) · Tags: flows

[waynetuinfor's solution](#)

2138.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[waynetuinfor's solution](#)

2139.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[waynetuinfor's solution](#)

2140.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

2141.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2018-12-13 · last AC: 2019-08-10 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[waynetuinfor's solution](#)

2142.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2017-10-07 · last AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[waynetuinfor's solution](#)

2143.

2041N

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

Quality: 67 global accepts · Rating: 3300 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2144.

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2145.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2021-12-20 · last AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[waynetuinfor's solution](#)

2146.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[waynetuinfor's solution](#)

2147.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[waynetuinfor's solution](#)

2148.

104736J

[Journey of the Robber](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2149.

104736K

[Keen on Order](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2150.

104736G

[GPS on a Flat Earth](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2151.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[waynetuinfor's solution](#)

2152.

104736L

[Latam++](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2153.

104736H

[Health in Hazard](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waynetuinfor's solution](#)

2154.

104736I

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · PyPy 3-64 (first AC) · Tags: —
[waynetuinfor's solution](#)

2155.

104736D

[Deciphering WordWhiz](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2156.

104736B

[Blackboard Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2157.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2158.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[waynetuinfor's solution](#)

2159.

104097I

[P-ET THE \(S\)](#)

Rating: — · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2160.

104008B

[Code With No Forces](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2161.

104008D

[Alice's Dolls](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2162.

104008K

[Barrel Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2163.

104008J

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

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2164.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2165.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2166.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2167.

104008C

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

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2168.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2169.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2170.

103990I

[Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2171.

103990D

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

Rating: — · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2172.

103990G

[Geekflix](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2173.

103990E

[Etched Emerald Orbs](#) · [Tutorial](#)

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2176.

103990H

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2177.

103990C

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2178.

103957C

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2179.

103957J

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2180.

103957F

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2181.

103957B

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2182.

103957D

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2183.

103957L

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2184.

103957A

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2185.

103957M

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2186.

103186L

[ž!Tāvja!ŠONMēšITÈbQQK](#)

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2187.

103186F

[ž!Tāvja!P^ Nā](#)

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2188.

103186D

[Zztrans v. Jsf81 qg](#)

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2189.

103186B

[\ A·v.Šarl n8b](#)

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2190.

103186K

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2191.

103186H

[ž!Tāvja!Aiš~šv](#)

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2192.

103186E

[Zztrans v. TjVla](#)

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2193.

103186J

[Alice and Bob-1](#) · [Tutorial](#)

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2194.

103186G

[ž!Tāvja!ŌPĭ](#)

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2195.

103186A

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2196.

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2197.

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2199.

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2202.

103861B

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103861I

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103861A

[DFS Order](#) · [Tutorial](#)

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2205.

103743F

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2206.

103743L

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103743G

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103743B

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2209.

103743H

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2210.

103743J

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2211.

103743K

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2212.

103743C

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2213.

103743I

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2214.

103743A

[PENTA KILL!](#) · [Tutorial](#)

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2215.

103860D

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103860K

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2219.

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103860E

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2221.

103860G

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2222.

103860L

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103860F

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2225.

100257G

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2226.

100257C

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2227.

100257K

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2228.

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2229.

100257B

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100257H

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100257I

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103855I

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2234.

103855K

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103855C

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2238.

103855G

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2239.

103855J

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103855A

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103855M

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103855D

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2245.

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103415J

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103415H

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2251.

103415F

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2252.

103415I

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2253.

103729I

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2254.

103729D

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Rating: — · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —
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2255.

103729E

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2256.

103729G

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2257.

103729C

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2258.

103729H

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2259.

103729J

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2260.

103729A

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2261.

103729F

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2262.

103729B

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2263.

103729L

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2264.

103729K

[PTT](#) · [Tutorial](#)

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2265.

101177F

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2266.

101177E

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2267.

101177B

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2268.

101177J

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2269.

101177I

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2270.

101177K

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2271.

101177D

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2272.

101177A

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2273.

103081M

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2274.

103081J

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2275.

103081L

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2276.

103081H

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2277.

103081I

[Emails](#) · [Tutorial](#)

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2278.

103081F

[Mentors](#) · [Tutorial](#)

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2279.

103081D

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2280.

103081G

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2281.

103081C

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2282.

103081K

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2283.

103081E

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2284.

103081A

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2285.

102538C

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2286.

102538A

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2287.

102538F

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2288.

102538J

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2289.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2290.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2291.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2292.

103652D

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2293.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2294.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2295.

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2296.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2297.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2298.

103688B

[Lovely Fish](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2299.

103688J

[JOJO's Happy Tree Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2300.

103688K

[Monkey Joe](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2301.

103688D

[Collision Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2302.

103688C

[Tree Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2303.

103688E

[Exclusive Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2304.

103688L

[Let's Swap](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2305.

103688G

[Chevonne's Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2306.

103688F

[342 and Xiangqi](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2307.

103688H

[Kanbun](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2308.

103688A

[Bookshelf Filling](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2309.

103688I

[Equal Sum Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2310.

102823L

[Two Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2311.

102823K

[The Coin](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2312.

102823B

[Array Modify](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2313.

102823A

[Array Merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2314.

102823G

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

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2315.

102823J

[Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2316.

102823D

[Bits Reverse](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2317.

102823H

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2318.

1662K

[Pandemic Restrictions](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: — · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, ternary search
[waynetuinfor's solution](#)

2319.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math
[waynetuinfor's solution](#)

2320.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[waynetuinfor's solution](#)

2321.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
[waynetuinfor's solution](#)

2322.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees
[waynetuinfor's solution](#)

2323.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[waynetuinfor's solution](#)

2324.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths
[waynetuinfor's solution](#)

2325.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[waynetuinfor's solution](#)

2326.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings
[waynetuinfor's solution](#)

2327.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[waynetuinfor's solution](#)

2328.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[waynetuinfor's solution](#)

2329.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[waynetuinfor's solution](#)

2330.

103469B

[Bruteforce](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2331.

103469D

[Deleting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2332.

103469J

[Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2333.

103469G

[Glory Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2334.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2335.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2336.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2337.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2338.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2339.

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2340.

103104J

[Similar Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2341.

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2342.

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2343.

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2344.

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2345.

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2346.

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2347.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2348.

102769B

[Bounding Wall](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2349.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2350.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2351.

102769F

[Friendly Group](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2352.

102769G

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2353.

102769E

[Exam Results](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2354.

102769A

[A Greeting from Qinhuangdao](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2355.

103447L

[Karshilov's Matching Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2356.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2357.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2358.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2359.

103447H

[What logic for?](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2360.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2361.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2362.

103447B

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

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2363.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2364.

103577J

[Just enough squares](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2365.

103577I

[Impossible problems](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2366.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2367.

103577G

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

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2368.

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2369.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2370.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2371.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2372.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2373.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2374.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2375.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2376.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2377.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2378.

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2379.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2380.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2381.

103427L

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

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2382.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2383.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2384.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2385.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2386.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2387.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2388.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2389.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2390.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2391.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2392.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2393.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2394.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2395.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2396.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2397.

103430K

[Ice Cream Van](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · last AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2398.

103430A

[Armor and Weapons](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2399.

103430I

[Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2400.

103430E

[Request Throttling](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2401.

103430C

[Athletes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2402.

103430J

[Bongcloud Opening](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2403.

103430H

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2404.

103430G

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2405.

103430D

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2406.

103430F

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2407.

103430L

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2408.

103430N

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Rating: — · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: —
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2409.

103430M

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2410.

103430B

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2411.

103439G

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2412.

103439B

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2413.

103439H

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2414.

103439K

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2415.

103439E

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2416.

103439C

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2417.

103439F

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2418.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2419.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: —
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2420.

103439N

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2421.

103470F

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2422.

103470G

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Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —
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2423.

103470I

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2424.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

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2425.

103470D

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2426.

103470J

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2427.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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2428.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

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2429.

103470M

[Windblume Festival](#) · [Tutorial](#)

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2430.

103470A

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2431.

103446F

[Kaiji!](#) · [Tutorial](#)

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2432.

103446L

[Three,Three,Three](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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2433.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2434.

103446C

[Strange Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2435.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2436.

103446B

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

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2437.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

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2438.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

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2439.

103446M

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2440.

103446G

[Edge Groups](#) · [Tutorial](#)

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2441.

103446D

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

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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2442.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
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2443.

103428K

[Tiny Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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2444.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2445.

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2446.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2447.

103428F

[Stone](#) · [Tutorial](#)

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2448.

103428D

[Period](#) · [Tutorial](#)

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2449.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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2450.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

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2451.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —
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2452.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

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2453.

103371K

[Three Competitions](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · last AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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2454.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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2455.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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2456.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2457.

103371C

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

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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2458.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
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2459.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2460.

103388J

[Just Bootfall](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —

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2461.

103388I

[Inverting Everything](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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2462.

103388D

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

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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2463.

103388B

[Beautiful Words](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2464.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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2465.

103388M

[Monarchy in Vertigo](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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2466.

103388G

[Getting in Shape](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —
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2467.

103388E

[Escalator](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2468.

103388C

[Creating Multiples](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2469.

103388N

[No Luck](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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2470.

103388K

[Kathmandu](#) · [Tutorial](#)

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2471.

103388H

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2472.

103119I

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2473.

100851C

[Cactus Jubilee](#) · [Tutorial](#)

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2474.

101471B

[Get a Clue!](#) · [Tutorial](#)

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2475.

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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2476.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —
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2477.

103261A

[Um nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —
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2478.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2479.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2480.

102511B

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

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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2481.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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2482.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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2483.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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2484.

102511D

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Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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2485.

102511A

[Azulejos](#) · [Tutorial](#)

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2486.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —
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2487.

102803J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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2488.

102803E

[Everybody Lost Somebody](#) · [Tutorial](#)

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2489.

102803I

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2490.

102803B

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2491.

102803F

[False God](#) · [Tutorial](#)

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2492.

102803C

[Cornelia Street](#) · [Tutorial](#)

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2493.

102803D

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2494.

102803K

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2495.

102803L

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2496.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

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2497.

102803G

[Goodbye](#) · [Tutorial](#)

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2498.

102803A

[August](#) · [Tutorial](#)

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2499.

102482I

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2500.

102482H

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2501.

102482E

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2502.

102482A

[Catch the Plane](#) · [Tutorial](#)

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2503.

102482B

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2504.

102482F

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2505.

102482K

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2506.

103261D

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2507.

103261C

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2508.

103261E

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2510.

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2511.

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2519.

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2531.

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2533.

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2534.

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2535.

101242C

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2536.

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2538.

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2539.

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2540.

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2541.

103202K

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2542.

103202I

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2543.

103202C

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2545.

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2546.

103102H

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2547.

103102A

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2548.

103102F

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2549.

103102I

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Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —
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2550.

103102L

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2551.

103102D

[Disk Sort](#) · [Tutorial](#)

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2552.

103102B

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2553.

103102M

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2554.

103102E

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2555.

102984K

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2556.

102984A

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2557.

102984D

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2558.

102984E

[Observer Game](#) · [Tutorial](#)

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2559.

102984G

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2560.

103069I

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2561.

103069C

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2562.

103069D

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2563.

103069B

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2564.

103069A

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2565.

103069K

[Allin](#) · [Tutorial](#)

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2566.

103069L

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Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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2567.

103069F

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2568.

102135I

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2569.

102135D

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2570.

102135K

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2571.

102135F

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2572.

102135E

[Equation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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2573.

102135G

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

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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2574.

102135C

[Good subset](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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2575.

102135B

[Freebie](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2576.

102135H

[Large and even](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2577.

102135J

[Vova, who doesn't know](#) · [Tutorial](#)

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2578.

102135A

[BSUIR Open](#) · [Tutorial](#)

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2579.

103119E

[Mountain](#) · [Tutorial](#)

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2580.

103119C

[Club Assignment](#) · [Tutorial](#)

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2581.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —

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2582.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 7-32) (first AC) · Tags: —
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2583.

103119F

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2584.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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2585.

103119L

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

Rating: — · first AC: 2021-06-05 · Python 3 (first AC) · Tags: —
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2586.

102501E

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Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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2587.

102501H

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2588.

102501L

[River Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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2589.

102501D

[Gnalcats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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2590.

102501G

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Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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2591.

102501J

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Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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2592.

102501A

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2593.

102501K

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2594.

102501F

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Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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2595.

102501C

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Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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2596.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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2597.

102501B

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Rating: — · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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2598.

100299D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2599.

100299H

[Chain & Co.](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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2600.

100299K

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2601.

100299F

[Draughts](#) · [Tutorial](#)

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2602.

100299I

[Crane](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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2603.

100299J

[Captain Obvious and the Rabbit-Man](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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2604.

100299C

[Magical GCD](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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2605.

100299B

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2606.

100299L

[Bus](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2607.

102361C

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Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2608.

102361G

[Game on Chessboard](#) · [Tutorial](#)

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2609.

102361E

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2610.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

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2611.

102361A

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2612.

102361I

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2613.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —
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2614.

102361F

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2615.

102361D

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2616.

102992D

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2617.

102992J

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2618.

102992C

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2619.

102992A

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2620.

102992H

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2621.

102992E

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2622.

102992M

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2623.

102992F

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Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —
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2624.

102992L

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2625.

102992K

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2626.

102394L

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Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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2627.

102394B

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2628.

102394C

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2629.

102394A

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2630.

102394E

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2631.

102394I

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2632.

102394F

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2633.

102394K

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Rating: — · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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2634.

102394J

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2635.

102979C

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Rating: — · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
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2636.

102979E

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

Rating: — · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[waynetuinfor's solution](#)

2637.

102979B

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2638.

102979G

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2639.

102979F

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2640.

102979I

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2641.

102979J

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2642.

102916C

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2643.

102916F

[Exactly One Point](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2644.

102916E

[Powerless Mage](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2645.

102916K

[Bloodseeker](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2646.

102916J

[Lost Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2647.

102916L

[Not the Longest Increasing Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —

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2648.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2649.

102916M

[Binary Search Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2650.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: —
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2651.

102916G

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2652.

102956H

[Bytelandia States Union](#) · [Tutorial](#)

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2653.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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2654.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2655.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

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2656.

102956D

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2657.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2658.

102956G

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2659.

102956M

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2660.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

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2661.

102861M

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2662.

102861I

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2663.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2664.

102861A

[Sticker Album](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

2665.

102861H

[SBC's Hangar](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

2666.

102861N

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[waynetuinfor's solution](#)

2667.

102861L

[Lavaspar](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

2668.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2669.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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2670.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2671.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

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2672.

102900H

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2673.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2674.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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2675.

102900K

[Traveling Merchant](#) · [Tutorial](#)

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2676.

102900M

[Gitignore](#) · [Tutorial](#)

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2677.

102900B

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2678.

102900D

[Walker](#) · [Tutorial](#)

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2679.

102900G

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2680.

102920D

[Electric Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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2681.

102920A

[Autonomous Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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2682.

102920F

[Ink Mix](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

2683.

102920L

[Two Buildings](#) · [Tutorial](#)

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2684.

102920K

[Tiling Polyomino](#) · [Tutorial](#)

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2685.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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2686.

102920H

[Needle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2687.

102920G

[Mobile Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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2688.

102920C

[Dessert Café](#) · [Tutorial](#)

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2689.

102920E

[Imprecise Computer](#) · [Tutorial](#)

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2690.

102920J

[Switches](#) · [Tutorial](#)

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2691.

102920B

[Commemorative Dice](#) · [Tutorial](#)

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2692.

102896B

[Brain-teaser](#) · [Tutorial](#)

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2693.

102896G

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2694.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
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2695.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
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2696.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2697.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2698.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2699.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

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2700.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —
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2701.

102220D

[Master of Data Structure](#) · [Tutorial](#)

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2702.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

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2703.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2704.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2705.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2706.

102220E

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

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2707.

102220C

[Line-line Intersection](#) · [Tutorial](#)

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2708.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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2709.

102832I

[Kawaii Courier](#) · [Tutorial](#)

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2710.

102832L

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2711.

102832K

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2712.

102832H

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2713.

102832J

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2714.

102832F

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2715.

102832D

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

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[waynetuinfor's solution](#)

2716.

102832A

[Krypton](#) · [Tutorial](#)

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2717.

100941I

[Spell](#) · [Tutorial](#)

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2718.

100941E

[Creeping](#) · [Tutorial](#)

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2719.

100941A

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2720.

100941G

[Princess](#) · [Tutorial](#)

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2721.

102822C

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Rating: — · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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2722.

102822B

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2723.

102822H

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2724.

102822L

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2725.

102822G

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2726.

102822J

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2727.

102822K

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2728.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

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2729.

100958H

[Distance Sum](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

2730.

100958G

[Snake](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
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2731.

100958D

[Dense Amidakuji](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2732.

100958F

[Directions](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

2733.

100958J

[Hyperrectangle](#) · [Tutorial](#)

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2734.

100958C

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2735.

100958B

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2736.

100958A

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2737.

102801F

[Splendor](#) · [Tutorial](#)

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2738.

102801A

[Micro Structure Thread](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2739.

102801K

[PepperLa's Boast](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2740.

102801L

[PepperLa's Express](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2741.

102801H

[PepperLa's String](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[waynetuinfor's solution](#)

2742.

102801I

[PepperLa's Cram School](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

2743.

102801E

[Liner vectors](#) · [Tutorial](#)

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2744.

102801D

[Fall Guys](#) · [Tutorial](#)

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2745.

102801C

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2746.

102801B

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2747.

102801G

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2748.

102801J

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2749.

101385H

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2750.

101385I

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2751.

101385E

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2752.

101385G

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2753.

101385C

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2754.

102798F

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2756.

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2757.

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2758.

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2759.

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2760.

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2761.

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2762.

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2763.

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2765.

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2767.

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2768.

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2770.

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2771.

102835M

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2772.

102835A

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2773.

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2774.

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2775.

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2776.

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2777.

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2778.

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2779.

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2780.

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2781.

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2782.

101206L

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2783.

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2784.

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2785.

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2786.

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2787.

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2788.

102770E

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2789.

102770I

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2790.

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2791.

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2792.

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2793.

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2798.

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102759J

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102759D

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102759H

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2807.

102759K

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2827.

100959F

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2828.

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2831.

100959J

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2832.

100959L

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2839.

102007K

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2843.

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2844.

102007A

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2845.

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2849.

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2850.

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2851.

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2852.

100641H

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2853.

100641B

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2854.

101194G

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2855.

101194F

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2856.

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2858.

101194B

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2859.

101194E

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2860.

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2861.

101194C

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2862.

101194L

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2863.

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2864.

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100864F

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2873.

100864J

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2874.

100363A

[Aviation Reform](#) · [Tutorial](#)

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2875.

100363E

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2876.

100363B

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2877.

100363G

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2878.

100363H

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2879.

100363F

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2880.

100363J

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2881.

100363C

[Center of the Universe](#) · [Tutorial](#)

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2882.

102500J

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2883.

102500D

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2884.

102500H

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2885.

102500A

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2886.

102500G

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2887.

102500C

[Canvas Line](#) · [Tutorial](#)

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2888.

102500E

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2889.

102500F

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2890.

102500I

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2891.

102439D

[Light show](#) · [Tutorial](#)

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2892.

102439J

[Boedium](#) · [Tutorial](#)

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2893.

102439G

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2894.

102439C

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2895.

102439B

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2896.

102439K

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2897.

102439E

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2898.

102439L

[The only winner](#) · [Tutorial](#)

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2899.

102439A

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2900.

102439H

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2901.

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2902.

102465C

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2903.

102465G

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2904.

102465I

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2905.

102465J

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2906.

102465F

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2907.

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2908.

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2909.

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2910.

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2911.

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2912.

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2913.

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2914.

100956B

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2915.

100956I

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2916.

100956E

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2917.

100956C

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2918.

100956K

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2919.

100956J

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2920.

100956F

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2921.

100956D

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2922.

102576A

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2923.

102576J

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2924.

102576F

[The Halfwitters](#) · [Tutorial](#)

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2925.

102576E

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2926.

102576H

[Lighthouses](#) · [Tutorial](#)

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2927.

102576G

[Invited Speakers](#) · [Tutorial](#)

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2928.

102576I

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2929.

102576L

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2930.

102576B

[Binomial](#) · [Tutorial](#)

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2931.

102392C

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2932.

102392B

[Level Up](#) · [Tutorial](#)

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2933.

102392E

[Life Transfer](#) · [Tutorial](#)

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2934.

102392F

[Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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2935.

102392D

[Cycle String?](#) · [Tutorial](#)

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2936.

102392G

[Projection](#) · [Tutorial](#)

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2937.

102392J

[Graph and Cycles](#) · [Tutorial](#)

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2938.

102392I

[Absolute Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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2939.

101239K

[Tours](#) · [Tutorial](#)

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2940.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

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2941.

101239H

[Qanat](#) · [Tutorial](#)

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2942.

101239M

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2943.

101239J

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2944.

101239L

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2945.

101239D

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2946.

101239F

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2947.

101239I

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2948.

101239C

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2949.

101239A

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2950.

100886K

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2951.

100886B

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2952.

100886A

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2953.

100886I

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2954.

100886H

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2955.

100886J

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2956.

100886G

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2957.

102136K

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2958.

102136F

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2959.

102136A

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2960.

102136D

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2961.

102136I

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2962.

102136C

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2963.

102136G

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2964.

102136H

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2965.

102136E

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2966.

102136B

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2967.

102136J

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2968.

101221G

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Rating: — · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2969.

101221E

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2970.

101221B

[Buffed Buffet](#) · [Tutorial](#)

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2971.

101221I

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2972.

101221C

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2973.

101221K

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Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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2974.

101221D

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Rating: — · first AC: 2020-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2975.

102331E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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2976.

102331F

[Fast Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

2977.

102331B

[Bitwise Xor](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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2978.

102331I

[Interactive Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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2979.

102331G

[Grammarly](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —
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2980.

100962C

[Mr. Credo](#) · [Tutorial](#)

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2981.

100962K

[Korn](#) · [Tutorial](#)

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2982.

100962H

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2983.

100962E

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2984.

100962J

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2985.

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2986.

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2987.

102114F

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2988.

101208B

[Hey, Better Bettor](#) · [Tutorial](#)

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2989.

102114A

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2990.

102114D

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2991.

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2993.

102114G

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102114E

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101208I

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101208H

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101208D

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101208J

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3003.

102268A

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3004.

102268K

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3005.

102268H

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102268C

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3008.

102268B

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3009.

102268F

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3010.

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3011.

102431J

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3012.

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3013.

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3014.

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3017.

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102391K

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3021.

102391J

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3024.

102391A

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3025.

102411D

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3030.

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3036.

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3042.

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3043.

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3055.

101205A

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101205F

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3057.

101205E

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101205I

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101554I

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101554F

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101554B

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3069.

101554D

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3070.

101554E

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3071.

101554C

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3072.

101554G

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3073.

101554A

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3074.

102483A

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3075.

102483J

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3076.

102483C

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3077.

102483B

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3078.

102483H

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3079.

102483I

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3080.

102483K

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3081.

102471J

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3082.

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3085.

102471M

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102471A

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3087.

100451F

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3088.

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3089.

102129F

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3090.

102156D

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3091.

102129A

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3092.

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3093.

102129H

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3094.

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3095.

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3096.

102452H

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3097.

102452C

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3102.

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3103.

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3104.

100451K

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3105.

100451C

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3106.

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3107.

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3109.

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3110.

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3113.

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3114.

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3115.

102441A

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3116.

102441H

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3117.

102428A

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3118.

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3119.

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3120.

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3122.

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3123.

102428G

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3124.

102428I

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3125.

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3126.

102428M

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3127.

100269J

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3128.

100269H

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3129.

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3130.

100269F

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3131.

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3132.

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3133.

100269E

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3134.

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3135.

100269A

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3136.

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3137.

100513C

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3138.

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3139.

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3140.

100513B

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3141.

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3142.

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3143.

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3144.

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3145.

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3146.

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3147.

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3148.

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3149.

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3150.

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3151.

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3152.

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3153.

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3154.

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3155.

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3156.

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3157.

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3158.

100531I

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3159.

100531K

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3160.

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3161.

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3162.

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3163.

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3164.

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3166.

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3167.

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3168.

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3169.

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3170.

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3171.

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3172.

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3173.

101137L

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3174.

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3175.

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3176.

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3177.

101413D

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3178.

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3179.

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3180.

101413F

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3181.

101413B

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3182.

101413A

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3183.

102341G

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3184.

102341C

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3185.

102341J

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3186.

102341K

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3187.

102341H

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3188.

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3189.

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3190.

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3191.

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3192.

100512J

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3193.

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3196.

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3197.

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3198.

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3199.

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3202.

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3203.

101415E

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3204.

101415B

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3205.

101415A

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3206.

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3207.

101175G

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3208.

101175I

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3209.

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101175J

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3211.

101175H

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101175E

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101175C

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3215.

102014I

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3216.

100917K

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3221.

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3222.

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3223.

100917L

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3224.

100917D

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3225.

100917C

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3226.

101986K

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3227.

100431H

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3228.

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3229.

100431B

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3230.

100431E

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3231.

100431F

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100431A

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3233.

100431G

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100431D

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3235.

102014F

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102014D

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3239.

102014E

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3240.

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3241.

102014B

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3242.

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3244.

101158J

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3245.

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3247.

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3248.

101158D

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3249.

101158I

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3250.

101158H

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3251.

101158C

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3252.

101158G

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3253.

101158B

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3254.

101158A

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3255.

102082H

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3256.

102082I

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3257.

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3258.

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3259.

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3260.

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3261.

102082C

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3262.

102082G

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3263.

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3264.

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3265.

101026E

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3266.

101026C

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3267.

101026B

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3268.

101026A

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3269.

102156J

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3270.

102156I

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3271.

102156A

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3272.

102156C

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3273.

102156H

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3274.

100113J

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3275.

100113G

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3276.

100113K

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3277.

100113B

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3278.

100113E

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3279.

100113H

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3280.

100113F

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3281.

100113D

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3282.

100113C

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3283.

100920G

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3284.

100920J

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3285.

100920D

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3286.

100920I

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3287.

100920A

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3288.

100920F

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3289.

100920H

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3290.

100920E

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3291.

100125H

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3292.

100125G

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3293.

100125F

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3294.

100125B

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3295.

100125D

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3296.

100125E

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3297.

100125A

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3298.

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3299.

101775G

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3300.

101775H

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3301.

101775D

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101775F

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3303.

101775J

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3304.

101775L

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3305.

101775K

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3306.

101775C

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3307.

101775B

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3308.

101775A

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3309.

101775M

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3310.

101170K

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3311.

101170A

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3312.

100285G

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3313.

100285A

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3314.

100285E

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3315.

100285C

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3316.

100285H

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3317.

100285F

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3318.

100285I

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3319.

100285D

[This cheeseburger you don't need](#) · [Tutorial](#)

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3320.

100285B

[The battle near the swamp](#) · [Tutorial](#)

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3321.

100965H

[Simple problem](#) · [Tutorial](#)

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3322.

100965G

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3323.

100965J

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · Java 8 (first AC) · Tags: —
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3324.

100965K

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3325.

100965C

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3326.

100965D

[Invisible points](#) · [Tutorial](#)

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3327.

100965I

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Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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3328.

100965A

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3329.

100965F

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3330.

100965B

[Cards](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-28 · C++17 (GCC 7-32) (first AC) · Tags: —
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3331.

101237H

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Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
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3332.

101237K

[Tree Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3333.

101246C

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3334.

101246G

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3335.

101246D

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3336.

101246H

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3338.

101246J

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3339.

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3340.

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3341.

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3342.

101237C

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3343.

101237J

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3344.

101237F

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3352.

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3357.

100553C

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3359.

100553F

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3360.

100553B

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3361.

100553J

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3362.

100553K

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3363.

100553A

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3364.

102253I

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3365.

102253H

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3366.

102253L

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3367.

102253C

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3368.

102253F

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Rating: — · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —
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3369.

102253B

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3370.

102253K

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3371.

102253A

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3372.

102201H

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3373.

102201A

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3374.

102201F

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3375.

102021J

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3376.

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3377.

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3378.

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3379.

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3381.

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3382.

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3383.

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3384.

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3385.

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3386.

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3387.

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3388.

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3389.

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3391.

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3392.

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3393.

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3394.

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3395.

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3396.

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3398.

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3399.

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3400.

101915G

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3401.

101915L

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3402.

101915K

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101915D

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101915C

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101915A

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3409.

102222G

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3410.

102222E

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3411.

102222K

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3412.

102222M

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3414.

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3419.

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3420.

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3421.

100253D

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100253I

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100253L

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3428.

100253H

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3430.

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3431.

101193I

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3432.

101193E

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101193H

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3443.

102134E

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3444.

102134C

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3445.

102134G

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3446.

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3448.

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3449.

102055K

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3450.

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100608B

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3463.

102133C

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3464.

102133A

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3465.

102133G

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3466.

102133I

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3467.

102155D

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3468.

102155I

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3469.

102155F

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3470.

102155H

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3471.

102155A

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3472.

102155K

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3473.

102155G

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102155C

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3476.

101485F

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3477.

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3478.

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3479.

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3481.

101485C

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3482.

101485K

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3483.

101485I

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3484.

101485J

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3485.

101986H

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3486.

101986E

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3487.

101986A

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3488.

101986F

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3489.

100026J

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3490.

100026I

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3491.

100026H

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3492.

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3493.

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3494.

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3495.

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101481D

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3497.

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3499.

101982M

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3501.

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3502.

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3503.

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3505.

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3509.

101982J

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3510.

101982A

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3511.

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3512.

100025A

[A Lot](#) · [Tutorial](#)

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3513.

100025H

[NIMG](#) · [Tutorial](#)

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3514.

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[Semi-cool Points](#) · [Tutorial](#)

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3515.

100025F

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3516.

100025K

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3517.

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3518.

102012M

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3519.

102012H

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3520.

102012G

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3521.

102012C

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3522.

102012A

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3523.

101173E

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3524.

101173B

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3525.

101173J

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3526.

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3527.

101173L

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3528.

101173C

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3529.

101173K

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3530.

101173F

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3531.

101173A

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3532.

100134E

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3533.

100134I

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3534.

100134C

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3535.

100134J

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3536.

100134H

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3537.

100134A

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3538.

100134G

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3540.

102058M

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3541.

102058L

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3542.

101806X

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3543.

100520C

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3544.

100520E

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100520K

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100520B

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3547.

100520A

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3548.

100520F

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3549.

100520D

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3550.

101806U

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3551.

101806Y

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3552.

101806P

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3553.

101806R

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3554.

101806T

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3555.

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3556.

101806W

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3557.

101806Q

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3558.

101806S

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101806Z

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3560.

102059M

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3561.

102059A

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3562.

102059G

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3563.

102059E

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3564.

102059F

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3565.

102059J

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102059D

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102059L

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3568.

102059I

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3569.

102059H

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3570.

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100518H

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3580.

101142F

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3581.

101142A

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3582.

102056J

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3583.

102056F

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3584.

102056I

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3585.

102056L

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3586.

102056D

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3587.

100517L

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3588.

100517E

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3589.

100517H

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3590.

100517K

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3591.

100517J

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3592.

100517B

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3593.

100517I

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3594.

100524E

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3595.

100524F

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Rating: — · first AC: 2019-01-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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3596.

100524J

[Jingles of a String](#) · [Tutorial](#)

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3597.

100524A

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3598.

100524G

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3599.

100519H

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Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —
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3600.

100519B

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3601.

100519G

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3602.

100519A

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3603.

100519C

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Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —
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3604.

100519F

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Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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3605.

100519E

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Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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3606.

100519D

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Rating: — · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: —

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3607.

102028H

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3608.

102028D

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3609.

102028F

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Rating: — · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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3610.

102028E

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Rating: — · first AC: 2018-12-26 · Java 8 (first AC) · Tags: —

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3611.

102028I

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Rating: — · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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3612.

102028A

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Rating: — · first AC: 2018-12-26 · C++14 (GCC 6-32) (first AC) · Tags: —

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3613.

101550B

[Bless You Autocorrect!](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —

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3614.

101550K

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3615.

101550C

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3616.

101550F

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3617.

101550A

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3618.

101550G

[Game Rank](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

3619.

101550E

[Exponial](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
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3620.

101550D

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Rating: — · first AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
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3621.

101550J

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3622.

101002E

[K-Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · last AC: 2018-12-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3623.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · last AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3624.

101161F

[Dictionary Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3625.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3626.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —

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3627.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3628.

101161G

[Binary Strings](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3629.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
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3630.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-20 · C++14 (GCC 6-32) (first AC) · Tags: —
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3631.

101002G

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3632.

101002J

[Whiteboard](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3633.

101002K

[YATP](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3634.

101002C

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Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
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3635.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3636.

101002F

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Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3637.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —

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3638.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-19 · last AC: 2018-12-19 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3639.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · last AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3640.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3641.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3642.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3643.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3644.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3645.

101981A

[Adrien and Austin](#) · [Tutorial](#)

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3646.

100753F

[Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · last AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —
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3647.

100753C

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Rating: — · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —
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3648.

100753A

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Rating: — · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

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3649.

100753E

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3650.

100753K

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3651.

100753H

[Legacy Code](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —
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3652.

100753I

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Rating: — · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3653.

100753B

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Rating: — · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3654.

100753G

[Extreme Sort](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3655.

101480F

[Frightful Formula](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · last AC: 2018-12-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3656.

101480J

[Juice Junctions](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3657.

101480B

[Book Borders](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3658.

101480H

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Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3659.

101480K

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Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —

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3660.

101480A

[ASCII Addition](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3661.

101480D

[Digit Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3662.

undefined529

[It's Time to Repair the Roads](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-06 · C++14 (GCC 6-32) (first AC) · Tags: *special
[waynetuinfor's solution](#)

3663.

101650C

[Confectionery](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3664.

101650D

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Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3665.

101650K

[Kennings](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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3666.

101650F

[Feng Shui](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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3667.

101650H

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Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3668.

101650J

[Japanese Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3669.

101650G

[Genealogy](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3670.

101650B

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Rating: — · first AC: 2018-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3671.

102001C

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Rating: — · first AC: 2018-11-28 · last AC: 2018-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3672.

101630I

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Rating: — · first AC: 2018-12-02 · last AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3673.

101630D

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Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3674.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3675.

101630A

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Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3676.

101630C

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Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3677.

101630B

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Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3678.

101630E

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Rating: — · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3679.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3680.

102001F

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Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3681.

102001H

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Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —

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3682.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3683.

102001D

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Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3684.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3685.

102001J

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

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3686.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3687.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3688.

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3689.

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3690.

101309F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3691.

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3692.

101309E

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Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3693.

101309D

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Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3694.

101309A

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Rating: — · first AC: 2018-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3695.

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3696.

101964D

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3697.

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3698.

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3699.

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3700.

101964I

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3701.

101964E

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3702.

101964C

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3703.

101572K

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3704.

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3705.

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3706.

101572J

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3707.

101572B

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3708.

100803I

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3709.

100803E

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3710.

100803D

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3711.

100803G

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3712.

100803F

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3713.

100803C

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3714.

100803B

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3715.

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3716.

101933A

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3717.

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3718.

101933I

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3719.

101933E

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3720.

101933H

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3721.

101933J

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3722.

101933K

[King's Colors](#) · [Tutorial](#)

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3723.

101933C

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3724.

101933B

[Baby Bites](#) · [Tutorial](#)

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3725.

101612F

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3726.

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3727.

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3728.

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3729.

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3730.

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3731.

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3732.

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3733.

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3734.

101667J

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3735.

101667A

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3736.

undefined176

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3737.

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3738.

101611F

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3739.

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3740.

101611G

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3741.

101611D

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3742.

101611A

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3743.

100783I

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3744.

100783H

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3745.

100783E

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3746.

100783F

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3747.

100783D

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3748.

100783J

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3749.

100783C

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3750.

100783B

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3751.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

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3752.

101438C

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3753.

101438B

[Number as a Gift](#) · [Tutorial](#)

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3754.

101438E

[Manhattan Walk](#) · [Tutorial](#)

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3755.

101412B

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3756.

101412G

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3757.

101412F

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3758.

101412A

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3759.

101412C

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3760.

101412D

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3761.

101873J

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3762.

101437F

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3763.

101437C

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3764.

101437A

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3765.

101437D

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3766.

101873A

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3767.

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3768.

101873F

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3769.

101873I

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3770.

101873D

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3771.

101873C

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3772.

101873B

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3773.

101873G

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3774.

101873K

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3775.

100339H

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3776.

100339B

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3777.

100339G

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3778.

100339I

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3779.

100339E

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3780.

100825G

[Tray Bien](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —

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3781.

100825F

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Rating: — · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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3782.

100825I

[What's on the Grille?](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3783.

100825D

[Rings](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3784.

100825E

[Squawk Virus](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: —
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3785.

100851K

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3786.

100851L

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Rating: — · first AC: 2018-09-04 · C++14 (GCC 6-32) (first AC) · Tags: —
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3787.

100851F

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3788.

100851J

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3789.

100851G

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3790.

100851E

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3791.

100851A

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3792.

101128F

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3793.

101128J

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3794.

101128B

[Black Vienna](#) · [Tutorial](#)

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[waynetuinfor's solution](#)

3795.

101128E

[Wooden Signs](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3796.

101128G

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3797.

101128C

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3798.

101128A

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3799.

101128H

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3800.

101128D

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3801.

101669F

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3802.

101669D

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Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —

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3803.

101669K

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Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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3804.

101669A

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Rating: — · first AC: 2018-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —
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3805.

101669G

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3806.

101436C

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3807.

101436B

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Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
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3808.

101436A

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Rating: — · first AC: 2018-08-26 · C++14 (GCC 6-32) (first AC) · Tags: —
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3809.

101810D

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Rating: — · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: —
[waynetuinfor's solution](#)

3810.

101810M

[Greedy Pirate](#) · [Tutorial](#)

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3811.

101810A

[Careful Thief](#) · [Tutorial](#)

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3812.

101810E

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3813.

101810F

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Rating: — · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: —

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3814.

101810C

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3815.

101810B

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

Rating: — · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3816.

101810I

[Split the Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3817.

101810H

[Making Friends](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-05 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3818.

101604E

[Mike and Cities](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · last AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3819.

101604D

[Wet Shark and Smallest Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · Python 3 (first AC) · Tags: —

[waynetuinfor's solution](#)

3820.

101604C

[Wet Shark and Digit Enemies](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3821.

101604B

[Wet Shark and Coordinate Plane Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3822.

101604A

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

Rating: — · first AC: 2018-07-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3823.

100609I

[Immediate Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · last AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3824.

100609G

[Galaxy Interconnection](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3825.

100609C

[Cube Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3826.

100609H

[High security](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3827.

100609J

[John's Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3828.

100609F

[Flat](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3829.

100609B

[Black Square](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3830.

100609D

[Dice](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3831.

100609A

[Automated Telephone Exchange](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3832.

101798E

[Forest \(C\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3833.

101798D

[Forest \(B\) - Chicken](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3834.

101798G

[World Mug \(B\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3835.

101798F

[World Mug \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3836.

101798C

[Forest \(A\) - Egg](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3837.

101798B

[Two Palindromes](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3838.

101798A

[Two Fashillows](#) · [Tutorial](#)

Rating: — · first AC: 2018-07-02 · Python 3 (first AC) · Tags: —
[waynetuinfor's solution](#)

3839.

101807L

[Labyrinth](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3840.

101807I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3841.

101807J

[Jakanda Forever](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3842.

101807H

[Handicap](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3843.

101807D

[Differentiation](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3844.

101807K

[Kids' Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3845.

101807C

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

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3846.

101807E

[Error](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3847.

101807A

[Ambidexterity](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-30 · Python 3 (first AC) · Tags: —

[waynetuinfor's solution](#)

3848.

100571D

[ShortestPath Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3849.

100571F

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3850.

100571B

[Troynacci Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3851.

100571A

[Cursed Query](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3852.

100551E

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

Rating: — · first AC: 2018-05-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3853.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3854.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2018-05-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[waynetuinfor's solution](#)

3855.

undefined499

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

Rating: — · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: *special

[waynetuinfor's solution](#)

3856.

undefined112

[a^b - b^a](#) · [Tutorial](#)

Rating: — · first AC: 2018-05-01 · Python 3 (first AC) · Tags: *special

[waynetuinfor's solution](#)

3857.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-24 · Python 3 (first AC) · Tags: *special

[waynetuinfor's solution](#)

3858.

101353G

[XOR 'em all](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3859.

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3860.

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3861.

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3862.

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3863.

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3864.

101521L

[Textbook Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3865.

101521K

[Lattice Points](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3866.

101521J

[Posters](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3867.

101521H

[Pokemon GO](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3868.

101521F

[Anniversaries](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3869.

101521D

[Archery](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3870.

101521C

[Annoying Mathematics](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3871.

101521B

[Salt Trading](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3872.

101521A

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2018-04-11 · last AC: 2018-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3873.

101522F

[Frustrating Game](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3874.

101522J

[Juicy Candies](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-02 · last AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3875.

101522K

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3876.

101522B

[Bacteria Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3877.

101522A

[Ambiguous Dates](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3878.

101522H

[Hit!](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3879.

101522I

[Inverted Signs](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3880.

101522C

[Cheering](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3881.

101667G

[Rectilinear Regions](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3882.

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3883.

101667E

[How Many to Be Happy?](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3884.

101667K

[Untangling Chain](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3885.

101667I

[Slot Machines](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3886.

101667L

[Vacation Plans](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3887.

101667F

[Philosopher's Walk](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3888.

101667H

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3889.

101667C

[Game Map](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[waynetuinfor's solution](#)

3890.

101667D

[Happy Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3891.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3892.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3893.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3894.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3895.

100579B

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3896.

101490D

[Bridge Automation](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3897.

101490K

[Safe Racing](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · last AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3898.

101490E

[Charles in Charge](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3899.

101490J

[Programming Tutors](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3900.

101490C

[Brexit](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3901.

101490I

[Older Brother](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3902.

101490B

[Battle Simulation](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3903.

101490L

[Sticky Situation](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3904.

101666D

[Detour](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · last AC: 2018-02-06 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3905.

101666K

[King of the Waves](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3906.

101666E

[Easter Eggs](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3907.

101666L

[Lemonade Trade](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3908.

101666I

[Irrational Division](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3909.

101666C

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

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3910.

101666F

[Falling Apart](#) · [Tutorial](#)

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3911.

101666M

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

Rating: — · first AC: 2018-02-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3912.

101666A

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

Rating: — · first AC: 2018-02-05 · GNU C++11 (first AC) · Tags: —

[waynetuinfor's solution](#)

3913.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2017-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[waynetuinfor's solution](#)

3914.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2017-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[waynetuinfor's solution](#)

3915.

101473E

[Dangerous Dive](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)

3916.

101473A

[Zero or One](#) · [Tutorial](#)

Rating: — · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[waynetuinfor's solution](#)