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Unique solved — william555

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

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

Filters: none

Count: 392

1.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,490 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[william555's solution](#)

2.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
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3.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[william555's solution](#)

4.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[william555's solution](#)

5.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: strings
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6.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[william555's solution](#)

7.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[william555's solution](#)

8.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,828 global accepts · Rating: 800 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[william555's solution](#)

9.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[william555's solution](#)

10.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[william555's solution](#)

11.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[william555's solution](#)

12.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings
[william555's solution](#)

13.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[william555's solution](#)

14.

1556A

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

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15.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[william555's solution](#)

16.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, math, sortings
[william555's solution](#)

17.

1491A

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

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[william555's solution](#)

18.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[william555's solution](#)

19.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: greedy, math
[william555's solution](#)

20.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: math
[william555's solution](#)

21.

1478A

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

Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, greedy
[william555's solution](#)

22.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, implementation
[william555's solution](#)

23.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,464 global accepts · Rating: 800 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
[william555's solution](#)

24.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

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[william555's solution](#)

25.

1474A

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

Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: greedy
[william555's solution](#)

26.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,250 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: brute force, greedy, math
[william555's solution](#)

27.

1473A

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

Quality: 37,423 global accepts · Rating: 800 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings
[william555's solution](#)

28.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[william555's solution](#)

29.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,256 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: math
[william555's solution](#)

30.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force
[william555's solution](#)

31.

1337A

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

Quality: 42,908 global accepts · Rating: 800 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[william555's solution](#)

- 32.**
1466B
[Last minute enhancements](#) · [Tutorial](#)
Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: dp, greedy
[william555's solution](#)
- 33.**
1466A
[Bovine Dilemma](#) · [Tutorial](#)
Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[william555's solution](#)
- 34.**
1465A
[In-game Chat](#) · [Tutorial](#)
Rating: 800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: implementation, strings
[william555's solution](#)
- 35.**
1453A
[Cancel the Trains](#) · [Tutorial](#)
Quality: 24,260 global accepts · Rating: 800 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: implementation
[william555's solution](#)
- 36.**
1348A
[Phoenix and Balance](#) · [Tutorial](#)
Quality: 42,847 global accepts · Rating: 800 · first AC: 2020-12-15 · last AC: 2020-12-15 · GNU C++11 (first AC) · Tags: greedy, math
[william555's solution](#)
- 37.**
1450A
[Avoid Trygub](#) · [Tutorial](#)
Quality: 18,486 global accepts · Rating: 800 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[william555's solution](#)
- 38.**
1451A
[Subtract or Divide](#) · [Tutorial](#)
Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, math
[william555's solution](#)
- 39.**
1440A
[Buy the String](#) · [Tutorial](#)
Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · last AC: 2020-11-18 · GNU C++11 (first AC) · Tags: implementation, math
[william555's solution](#)
- 40.**
1445A
[Array Rearrangment](#) · [Tutorial](#)
Quality: 20,360 global accepts · Rating: 800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, sortings
[william555's solution](#)
- 41.**
1426A
[Floor Number](#) · [Tutorial](#)
Quality: 54,954 global accepts · Rating: 800 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: implementation, math
[william555's solution](#)
- 42.**
1206A
[Choose Two Numbers](#) · [Tutorial](#)
Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: math, sortings
[william555's solution](#)

- 43.**
1200A
[Hotelier](#) · [Tutorial](#)
Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[william555's solution](#)
- 44.**
2157B
[Expansion Plan 2](#) · [Tutorial](#)
Quality: 12,850 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[william555's solution](#)
- 45.**
1696B
[NIT Destroys the Universe](#) · [Tutorial](#)
Quality: 36,315 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[william555's solution](#)
- 46.**
1609A
[Divide and Multiply](#) · [Tutorial](#)
Quality: 18,895 global accepts · Rating: 900 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory
[william555's solution](#)
- 47.**
1588A
[Two Arrays](#) · [Tutorial](#)
Rating: 900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, greedy, math, sortings
[william555's solution](#)
- 48.**
1559B
[Mocha and Red and Blue](#) · [Tutorial](#)
Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[william555's solution](#)
- 49.**
1559A
[Mocha and Math](#) · [Tutorial](#)
Quality: 45,575 global accepts · Rating: 900 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[william555's solution](#)
- 50.**
1496A
[Split it!](#) · [Tutorial](#)
Quality: 22,242 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[william555's solution](#)
- 51.**
1248B
[Grow The Tree](#) · [Tutorial](#)
Quality: 18,020 global accepts · Rating: 900 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[william555's solution](#)
- 52.**
810A
[Straight <<A>>](#) · [Tutorial](#)
Quality: 9,277 global accepts · Rating: 900 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation, math
[william555's solution](#)
- 53.**
1467A
[Wizard of Orz](#) · [Tutorial](#)
Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[william555's solution](#)

54.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,054 global accepts · Rating: 900 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[william555's solution](#)

55.

1471A

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

Quality: 38,202 global accepts · Rating: 900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[william555's solution](#)

56.

1337B

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

Quality: 36,863 global accepts · Rating: 900 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[william555's solution](#)

57.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-12-11 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math

[william555's solution](#)

58.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,930 global accepts · Rating: 900 · first AC: 2020-12-14 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[william555's solution](#)

59.

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[william555's solution](#)

60.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,326 global accepts · Rating: 900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math

[william555's solution](#)

61.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, math

[william555's solution](#)

62.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

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[william555's solution](#)

63.

1295A

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

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[william555's solution](#)

64.

1206B

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

Quality: 29,510 global accepts · Rating: 900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, implementation

[william555's solution](#)

65.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

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66.

1598B

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67.

1515B

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Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory
[william555's solution](#)

68.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math
[william555's solution](#)

69.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,631 global accepts · Rating: 1000 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation
[william555's solution](#)

70.

1474B

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

Quality: 40,320 global accepts · Rating: 1000 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
[william555's solution](#)

71.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,091 global accepts · Rating: 1000 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings
[william555's solution](#)

72.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: geometry, math
[william555's solution](#)

73.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: greedy, math
[william555's solution](#)

74.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, implementation
[william555's solution](#)

75.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers
[william555's solution](#)

76.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,054 global accepts · Rating: 1000 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: dp, greedy
[william555's solution](#)

77.

1469A

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

Quality: 30,032 global accepts · Rating: 1000 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[william555's solution](#)

78.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[william555's solution](#)

79.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy
[william555's solution](#)

80.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,487 global accepts · Rating: 1000 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: implementation
[william555's solution](#)

81.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[william555's solution](#)

82.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[william555's solution](#)

83.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[william555's solution](#)

84.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[william555's solution](#)

85.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[william555's solution](#)

86.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[william555's solution](#)

87.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math

[william555's solution](#)

88.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[william555's solution](#)

89.

1478B

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

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[william555's solution](#)

90.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[william555's solution](#)

91.

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[william555's solution](#)

92.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, games

[william555's solution](#)

93.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-18 · last AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, math

[william555's solution](#)

94.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[william555's solution](#)

95.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[william555's solution](#)

96.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[william555's solution](#)

97.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[william555's solution](#)

98.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[william555's solution](#)

99.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees
[william555's solution](#)

100.

1598C

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

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[william555's solution](#)

101.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[william555's solution](#)

102.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,808 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[william555's solution](#)

103.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: brute force, math
[william555's solution](#)

104.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings
[william555's solution](#)

105.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings
[william555's solution](#)

106.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: math
[william555's solution](#)

107.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,284 global accepts · Rating: 1200 · first AC: 2020-12-11 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers
[william555's solution](#)

108.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[william555's solution](#)

109.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[william555's solution](#)

110.

1601A

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

Quality: 21,088 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[william555's solution](#)

111.

1534C

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

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[william555's solution](#)

112.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[william555's solution](#)

113.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[william555's solution](#)

114.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[william555's solution](#)

115.

1459B

[Move and Turn](#) · [Tutorial](#)

Quality: 20,878 global accepts · Rating: 1300 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: dp, math

[william555's solution](#)

116.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[william555's solution](#)

117.

810B

[Summer sell-off](#) · [Tutorial](#)

Quality: 12,596 global accepts · Rating: 1300 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[william555's solution](#)

118.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,369 global accepts · Rating: 1300 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[william555's solution](#)

119.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,268 global accepts · Rating: 1300 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy
[william555's solution](#)

120.

1471C

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

Rating: 1300 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[william555's solution](#)

121.

1382C1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings
[william555's solution](#)

122.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[william555's solution](#)

123.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[william555's solution](#)

124.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[william555's solution](#)

125.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[william555's solution](#)

126.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[william555's solution](#)

127.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[william555's solution](#)

128.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy,

implementation, sortings

[william555's solution](#)

129.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[william555's solution](#)

130.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[william555's solution](#)

131.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[william555's solution](#)

132.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[william555's solution](#)

133.

1559D1

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

Quality: 16,027 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[william555's solution](#)

134.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[william555's solution](#)

135.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[william555's solution](#)

136.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[william555's solution](#)

137.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,139 global accepts · Rating: 1400 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: games, math, number theory

[william555's solution](#)

138.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: greedy, strings

[william555's solution](#)

139.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[william555's solution](#)

140.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-12-11 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[william555's solution](#)

141.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-18 · last AC: 2020-12-18 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[william555's solution](#)

142.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-12-15 · last AC: 2020-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[william555's solution](#)

143.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[william555's solution](#)

144.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[william555's solution](#)

145.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[william555's solution](#)

146.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[william555's solution](#)

147.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[william555's solution](#)

148.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,054 global accepts · Rating: 1500 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: combinatorics, math

[william555's solution](#)

149.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[william555's solution](#)

150.

810C

[Do you want a date?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation, math, sortings
[william555's solution](#)

151.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees
[william555's solution](#)

152.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory
[william555's solution](#)

153.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[william555's solution](#)

154.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1500 · first AC: 2020-12-14 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings
[william555's solution](#)

155.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[william555's solution](#)

156.

1440C1

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

Rating: 1500 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[william555's solution](#)

157.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: math, number theory
[william555's solution](#)

158.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[william555's solution](#)

159.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[william555's solution](#)

160.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[william555's solution](#)

161.

1476C

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

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[william555's solution](#)

162.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[william555's solution](#)

163.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[william555's solution](#)

164.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: math, number theory

[william555's solution](#)

165.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[william555's solution](#)

166.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[william555's solution](#)

167.

1251C

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

Quality: 14,335 global accepts · Rating: 1600 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: greedy, two pointers

[william555's solution](#)

168.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,680 global accepts · Rating: 1600 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, two pointers

[william555's solution](#)

169.

1348C

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

Quality: 15,482 global accepts · Rating: 1600 · first AC: 2020-12-15 · last AC: 2020-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[william555's solution](#)

170.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[william555's solution](#)

171.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[william555's solution](#)

172.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[william555's solution](#)

173.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[william555's solution](#)

174.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[william555's solution](#)

175.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[william555's solution](#)

176.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[william555's solution](#)

177.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[william555's solution](#)

178.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[william555's solution](#)

179.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,623 global accepts · Rating: 1700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: implementation, math, sortings
[william555's solution](#)

180.

1230D

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

Rating: 1700 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy
[william555's solution](#)

181.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: brute force, graphs
[william555's solution](#)

182.

1474C

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

Quality: 14,158 global accepts · Rating: 1700 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
[william555's solution](#)

183.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[william555's solution](#)

184.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings
[william555's solution](#)

185.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[william555's solution](#)

186.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: brute force, implementation
[william555's solution](#)

187.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings
[william555's solution](#)

188.

1337D

[Xenia and Colorful Gems](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, math, sortings
[william555's solution](#)

189.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2020-12-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math,

number theory

[william555's solution](#)

190.

1465C

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation

[william555's solution](#)

191.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[william555's solution](#)

192.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math

[william555's solution](#)

193.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings, two pointers

[william555's solution](#)

194.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[william555's solution](#)

195.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[william555's solution](#)

196.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[william555's solution](#)

197.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[william555's solution](#)

198.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[william555's solution](#)

199.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[william555's solution](#)

200.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[william555's solution](#)

201.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[william555's solution](#)

202.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[william555's solution](#)

203.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[william555's solution](#)

204.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-25 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[william555's solution](#)

205.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: dp, strings

[william555's solution](#)

206.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[william555's solution](#)

207.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[william555's solution](#)

208.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp

[william555's solution](#)

209.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[william555's solution](#)

210.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · last AC: 2020-12-18 · GNU C++11 (first AC) · Tags: implementation
[william555's solution](#)

211.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2020-12-14 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: graphs, implementation
[william555's solution](#)

212.

863D

[Yet Another Array Queries Problem](#) · [Tutorial](#)

Quality: 3,813 global accepts · Rating: 1800 · first AC: 2020-12-14 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: data structures, implementation
[william555's solution](#)

213.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[william555's solution](#)

214.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[william555's solution](#)

215.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[william555's solution](#)

216.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings
[william555's solution](#)

217.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[william555's solution](#)

218.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings
[william555's solution](#)

219.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation
[william555's solution](#)

220.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[william555's solution](#)

221.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[william555's solution](#)

222.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[william555's solution](#)

223.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[william555's solution](#)

224.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[william555's solution](#)

225.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[william555's solution](#)

226.

1471D

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

Rating: 1900 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[william555's solution](#)

227.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[william555's solution](#)

228.

1453D

[Checkpoints](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1900 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, probabilities

[william555's solution](#)

229.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,168 global accepts · Rating: 1900 · first AC: 2020-12-11 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[william555's solution](#)

230.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,835 global accepts · Rating: 1900 · first AC: 2020-12-18 · last AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search,

constructive algorithms, greedy, two pointers

[william555's solution](#)

231.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-12-15 · last AC: 2020-12-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[william555's solution](#)

232.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[william555's solution](#)

233.

1440C2

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

Rating: 1900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[william555's solution](#)

234.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[william555's solution](#)

235.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[william555's solution](#)

236.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[william555's solution](#)

237.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[william555's solution](#)

238.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[william555's solution](#)

239.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[william555's solution](#)

240.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[william555's solution](#)

241.

1230E

[Kamil and Making a Stream](#) · [Tutorial](#)

Quality: 2000 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: math, number theory, trees

[william555's solution](#)

242.

1370D

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

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[william555's solution](#)

243.

1459D

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 2000 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, dp

[william555's solution](#)

244.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[william555's solution](#)

245.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[william555's solution](#)

246.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[william555's solution](#)

247.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[william555's solution](#)

248.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-12-11 · last AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[william555's solution](#)

249.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 2000 · first AC: 2020-12-14 · last AC: 2020-12-14 · GNU C++11 (first AC) · Tags: data structures, sortings

[william555's solution](#)

250.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,919 global accepts · Rating: 2000 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[william555's solution](#)

251.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[william555's solution](#)

252.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[william555's solution](#)

253.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[william555's solution](#)

254.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[william555's solution](#)

255.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[william555's solution](#)

256.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[william555's solution](#)

257.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[william555's solution](#)

258.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-31 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[william555's solution](#)

259.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[william555's solution](#)

260.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[william555's solution](#)

261.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[william555's solution](#)

262.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[william555's solution](#)

263.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[william555's solution](#)

264.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[william555's solution](#)

265.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[william555's solution](#)

266.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[william555's solution](#)

267.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[william555's solution](#)

268.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[william555's solution](#)

269.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[william555's solution](#)

270.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[william555's solution](#)

271.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math
[william555's solution](#)

272.

810D

[Glad to see you!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: binary search, interactive
[william555's solution](#)

273.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[william555's solution](#)

274.

1337E

[Kaavi and Magic Spell](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, strings
[william555's solution](#)

275.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[william555's solution](#)

276.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[william555's solution](#)

277.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math
[william555's solution](#)

278.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings
[william555's solution](#)

279.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[william555's solution](#)

280.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory
[william555's solution](#)

281.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[william555's solution](#)

282.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[william555's solution](#)

283.

1601C

[Optimal Insertion](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings
[william555's solution](#)

284.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer
[william555's solution](#)

285.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[william555's solution](#)

286.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[william555's solution](#)

287.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[william555's solution](#)

288.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: data structures, trees
[william555's solution](#)

289.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[william555's solution](#)

290.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[william555's solution](#)

291.

1465E

[Poman Numbers](#) · [Tutorial](#)

Quality: 2300 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[william555's solution](#)

292.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[william555's solution](#)

293.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[william555's solution](#)

294.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[william555's solution](#)

295.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,291 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[william555's solution](#)

296.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[william555's solution](#)

297.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[william555's solution](#)

298.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[william555's solution](#)

299.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[william555's solution](#)

300.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[william555's solution](#)

301.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[william555's solution](#)

302.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[william555's solution](#)

303.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[william555's solution](#)

304.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[william555's solution](#)

305.

1230F

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: graphs
[william555's solution](#)

306.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy
[william555's solution](#)

307.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-29 · last AC: 2020-12-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers
[william555's solution](#)

308.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-12-15 · last AC: 2020-12-15 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math
[william555's solution](#)

309.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math
[william555's solution](#)

310.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[william555's solution](#)

311.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[william555's solution](#)

312.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[william555's solution](#)

313.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[william555's solution](#)

314.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[william555's solution](#)

315.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[william555's solution](#)

316.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[william555's solution](#)

317.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[william555's solution](#)

318.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2021-01-18 · last AC: 2021-01-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[william555's solution](#)

319.

1248D2

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: —

[william555's solution](#)

320.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[william555's solution](#)

321.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[william555's solution](#)

322.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[william555's solution](#)

323.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[william555's solution](#)

324.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[william555's solution](#)

325.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[william555's solution](#)

326.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[william555's solution](#)

327.

1581D

[Mathematics Curriculum](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[william555's solution](#)

328.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[william555's solution](#)

329.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[william555's solution](#)

330.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2020-12-08 · GNU C++11 (first AC) · Tags: math

[william555's solution](#)

331.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[william555's solution](#)

332.

1682F

[MCMF?](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-05-24 · last AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[william555's solution](#)

333.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[william555's solution](#)

334.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: dp, math

[william555's solution](#)

335.

1459E

[Latin Square](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: math, matrices

[william555's solution](#)

336.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: binary search, data structures

[william555's solution](#)

337.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: dp

[william555's solution](#)

338.

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[william555's solution](#)

339.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[william555's solution](#)

340.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[william555's solution](#)

341.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[william555's solution](#)

342.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[william555's solution](#)

343.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[william555's solution](#)

344.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings

[william555's solution](#)

345.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[william555's solution](#)

346.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[william555's solution](#)

347.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[william555's solution](#)

348.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-11 · last AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices

[william555's solution](#)

349.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[william555's solution](#)

350.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: dp, math

[william555's solution](#)

351.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: dp, math, meet-in-the-middle
[william555's solution](#)

352.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees
[william555's solution](#)

353.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: combinatorics, fft, math
[william555's solution](#)

354.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
[william555's solution](#)

355.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[william555's solution](#)

356.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[william555's solution](#)

357.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[william555's solution](#)

358.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[william555's solution](#)

359.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory
[william555's solution](#)

360.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[william555's solution](#)

361.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[william555's solution](#)

362.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[william555's solution](#)

363.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[william555's solution](#)

364.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[william555's solution](#)

365.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[william555's solution](#)

366.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, binary search

[william555's solution](#)

367.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[william555's solution](#)

368.

1459F

[Flip and Reverse](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: graphs, greedy

[william555's solution](#)

369.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: trees

[william555's solution](#)

370.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[william555's solution](#)

371.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation

[william555's solution](#)

372.

1588E

[Eligible Segments](#) · [Tutorial](#)

Quality: 3200 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers

[william555's solution](#)

373.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-28 · last AC: 2021-06-28 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures

[william555's solution](#)

374.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[william555's solution](#)

375.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, math

[william555's solution](#)

376.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[william555's solution](#)

377.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[william555's solution](#)

378.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[william555's solution](#)

379.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, sortings

[william555's solution](#)

380.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: binary search, data structures

[william555's solution](#)

381.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[william555's solution](#)

382.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
[william555's solution](#)

383.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[william555's solution](#)

384.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-10-13 · last AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[william555's solution](#)

385.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[william555's solution](#)

386.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, trees
[william555's solution](#)

387.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-01-11 · last AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs
[william555's solution](#)

388.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees
[william555's solution](#)

389.

102483D

[Date Pickup](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[william555's solution](#)

390.

102511F

[Directing Rainfall](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[william555's solution](#)

391.

103049G

[Great Expectations](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: —
[william555's solution](#)

392.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-28 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: —
[william555's solution](#)