

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

<https://cfelitetracker.vercel.app>

# Unique solved — xGaz

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

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

Filters: none

Count: 331

- 1.**  
2107A  
[LRC and VIP](#) · [Tutorial](#)  
Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory  
[xGaz\\_'s solution](#)
- 2.**  
1866A  
[Ambitious Kid](#) · [Tutorial](#)  
Quality: 51,380 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math  
[xGaz\\_'s solution](#)
- 3.**  
1856A  
[Tales of a Sort](#) · [Tutorial](#)  
Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[xGaz\\_'s solution](#)
- 4.**  
855A  
[Tom Riddle's Diary](#) · [Tutorial](#)  
Quality: 27,350 global accepts · Rating: 800 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings  
[xGaz\\_'s solution](#)
- 5.**  
1701B  
[Permutation](#) · [Tutorial](#)  
Quality: 20,810 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[xGaz\\_'s solution](#)
- 6.**  
1749A  
[Cowardly Rooks](#) · [Tutorial](#)  
Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[xGaz\\_'s solution](#)
- 7.**  
1743B  
[Permutation Value](#) · [Tutorial](#)  
Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[xGaz\\_'s solution](#)
- 8.**  
1743A  
[Password](#) · [Tutorial](#)  
Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math  
[xGaz\\_'s solution](#)
- 9.**  
1730A  
[Planets](#) · [Tutorial](#)  
Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings  
[xGaz\\_'s solution](#)

**10.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[xGaz\\_'s solution](#)

**11.**

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[xGaz\\_'s solution](#)

**12.**

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[xGaz\\_'s solution](#)

**13.**

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[xGaz\\_'s solution](#)

**14.**

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[xGaz\\_'s solution](#)

**15.**

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[xGaz\\_'s solution](#)

**16.**

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[xGaz\\_'s solution](#)

**17.**

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[xGaz\\_'s solution](#)

**18.**

1676C

[Most Similar Words](#) · [Tutorial](#)

Quality: 34,641 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math, strings

[xGaz\\_'s solution](#)

**19.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,652 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[xGaz\\_'s solution](#)

**20.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,439 global accepts · Rating: 800 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

**21.**

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings

[xGaz\\_'s solution](#)

**22.**

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

**23.**

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,484 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[xGaz\\_'s solution](#)

**24.**

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,553 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[xGaz\\_'s solution](#)

**25.**

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,565 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

**26.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math

[xGaz\\_'s solution](#)

**27.**

1660A

[Vasya and Coins](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[xGaz\\_'s solution](#)

**28.**

1650A

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

Quality: 37,309 global accepts · Rating: 800 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[xGaz\\_'s solution](#)

**29.**

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[xGaz\\_'s solution](#)

**30.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[xGaz\\_'s solution](#)

**31.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[xGaz\\_'s solution](#)

**32.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[xGaz\\_'s solution](#)

**33.**

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[xGaz\\_'s solution](#)

**34.**

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[xGaz\\_'s solution](#)

**35.**

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[xGaz\\_'s solution](#)

**36.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[xGaz\\_'s solution](#)

**37.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,613 global accepts · Rating: 800 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[xGaz\\_'s solution](#)

**38.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[xGaz\\_'s solution](#)

**39.**

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[xGaz\\_'s solution](#)

**40.**

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[xGaz\\_'s solution](#)

**41.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[xGaz\\_'s solution](#)

**42.**

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

**43.**

1582A

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

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[xGaz\\_'s solution](#)

**44.**

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[xGaz\\_'s solution](#)

**45.**

1598A

[Computer Game](#) · [Tutorial](#)

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

[xGaz\\_'s solution](#)

**46.**

1594A

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

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[xGaz\\_'s solution](#)

**47.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

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

[xGaz\\_'s solution](#)

**48.**

1581A

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

Quality: 14,277 global accepts · Rating: 800 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[xGaz\\_'s solution](#)

**49.**

1579A

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

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[xGaz\\_'s solution](#)

**50.**

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[xGaz\\_'s solution](#)

**51.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[xGaz\\_'s solution](#)

**52.**

1566A

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

Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[xGaz\\_'s solution](#)

**53.**

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xGaz\\_'s solution](#)

**54.**

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

**55.**

1567A

[Domino Disaster](#) · [Tutorial](#)

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

[xGaz\\_'s solution](#)

**56.**

1556A

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

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

[xGaz\\_'s solution](#)

**57.**

1557A

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

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

[xGaz\\_'s solution](#)

**58.**

1549B

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

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

[xGaz\\_'s solution](#)

**59.**

1549A

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

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

[xGaz\\_'s solution](#)

**60.**

1554A

[Cherry](#) · [Tutorial](#)

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

[xGaz\\_'s solution](#)

**61.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[xGaz\\_'s solution](#)

**62.**

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[xGaz\\_'s solution](#)

**63.**

1546A

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

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

[xGaz\\_'s solution](#)

**64.**

1541A

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

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

[xGaz\\_'s solution](#)

**65.**

1539B

[Love Song](#) · [Tutorial](#)

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

[xGaz\\_'s solution](#)

**66.**

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[xGaz\\_'s solution](#)

**67.**

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[xGaz\\_'s solution](#)

**68.**

1529A

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

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xGaz\\_'s solution](#)

**69.**

1520A

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

Quality: 58,465 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xGaz\\_'s solution](#)

**70.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,636 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[xGaz\\_'s solution](#)

**71.**

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,131 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[xGaz\\_'s solution](#)

**72.**

1519B

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

Quality: 33,399 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[xGaz\\_'s solution](#)

**73.**

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[xGaz\\_'s solution](#)

**74.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[xGaz\\_'s solution](#)

**75.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[xGaz\\_'s solution](#)

**76.**

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 800 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xGaz\\_'s solution](#)

**77.**

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[xGaz\\_'s solution](#)

**78.**

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,530 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

**79.**

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,123 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xGaz\\_'s solution](#)

**80.**

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[xGaz\\_'s solution](#)

**81.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,438 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[xGaz\\_'s solution](#)

**82.**

1499A

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

Quality: 21,969 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[xGaz\\_'s solution](#)

**83.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,098 global accepts · Rating: 800 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[xGaz\\_'s solution](#)

**84.**

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

85.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[xGaz\\_'s solution](#)

86.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,975 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[xGaz\\_'s solution](#)

87.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[xGaz\\_'s solution](#)

88.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: math  
[xGaz\\_'s solution](#)

89.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[xGaz\\_'s solution](#)

90.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,998 global accepts · Rating: 900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: math  
[xGaz\\_'s solution](#)

91.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[xGaz\\_'s solution](#)

92.

1582B

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

Quality: 33,373 global accepts · Rating: 900 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[xGaz\\_'s solution](#)

93.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[xGaz\\_'s solution](#)

94.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[xGaz\\_'s solution](#)

95.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,322 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[xGaz\\_'s solution](#)

**96.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings

[xGaz\\_'s solution](#)

**97.**

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: \*special, constructive algorithms, implementation

[xGaz\\_'s solution](#)

**98.**

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

**99.**

1690D

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

Quality: 47,057 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[xGaz\\_'s solution](#)

**100.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[xGaz\\_'s solution](#)

**101.**

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[xGaz\\_'s solution](#)

**102.**

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xGaz\\_'s solution](#)

**103.**

1620B

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

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[xGaz\\_'s solution](#)

**104.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[xGaz\\_'s solution](#)

**105.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xGaz\\_'s solution](#)

**106.**

1579E1

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

Quality: 25,205 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[xGaz\\_'s solution](#)

**107.**

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[xGaz\\_'s solution](#)

**108.**

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[xGaz\\_'s solution](#)

**109.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[xGaz\\_'s solution](#)

**110.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[xGaz\\_'s solution](#)

**111.**

1520C

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

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[xGaz\\_'s solution](#)

**112.**

1515B

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

Quality: 27,070 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[xGaz\\_'s solution](#)

**113.**

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,642 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[xGaz\\_'s solution](#)

**114.**

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[xGaz\\_'s solution](#)

**115.**

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[xGaz\\_'s solution](#)

**116.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-07-07 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[xGaz\\_'s solution](#)

**117.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[xGaz\\_'s solution](#)

**118.**

196A

[Lexicographically Maximum Subsequence](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1100 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[xGaz\\_'s solution](#)

**119.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[xGaz\\_'s solution](#)

**120.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[xGaz\\_'s solution](#)

**121.**

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[xGaz\\_'s solution](#)

**122.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,076 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[xGaz\\_'s solution](#)

**123.**

1673B

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

Quality: 21,782 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[xGaz\\_'s solution](#)

**124.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,624 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[xGaz\\_'s solution](#)

**125.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

**126.**

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[xGaz\\_'s solution](#)

**127.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[xGaz\\_'s solution](#)

**128.**

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[xGaz\\_'s solution](#)

**129.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**130.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[xGaz\\_'s solution](#)

**131.**

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation  
[xGaz\\_'s solution](#)

**132.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math  
[xGaz\\_'s solution](#)

**133.**

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings  
[xGaz\\_'s solution](#)

**134.**

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math  
[xGaz\\_'s solution](#)

**135.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[xGaz\\_'s solution](#)

**136.**

1557B

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

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[xGaz\\_'s solution](#)

**137.**

1529B

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

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[xGaz\\_'s solution](#)

**138.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xGaz\\_'s solution](#)

**139.**

1511C

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

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[xGaz\\_'s solution](#)

**140.**

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[xGaz\\_'s solution](#)

**141.**

1506B

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

Quality: 21,153 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[xGaz\\_'s solution](#)

**142.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[xGaz\\_'s solution](#)

**143.**

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[xGaz\\_'s solution](#)

**144.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[xGaz\\_'s solution](#)

**145.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,374 global accepts · Rating: 1200 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[xGaz\\_'s solution](#)

**146.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[xGaz\\_'s solution](#)

**147.**

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[xGaz\\_'s solution](#)

**148.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[xGaz\\_'s solution](#)

**149.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[xGaz\\_'s solution](#)

**150.**

1650C

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

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[xGaz\\_'s solution](#)

**151.**

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[xGaz\\_'s solution](#)

**152.**

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[xGaz\\_'s solution](#)

**153.**

1399C

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

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, two pointers

[xGaz\\_'s solution](#)

**154.**

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[xGaz\\_'s solution](#)

**155.**

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[xGaz\\_'s solution](#)

**156.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[xGaz\\_'s solution](#)

**157.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[xGaz\\_'s solution](#)

**158.**

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[xGaz\\_'s solution](#)

**159.**

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

[xGaz\\_'s solution](#)

**160.**

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[xGaz\\_'s solution](#)

**161.**

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[xGaz\\_'s solution](#)

**162.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[xGaz\\_'s solution](#)

**163.**

1546B

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

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[xGaz\\_'s solution](#)

**164.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[xGaz\\_'s solution](#)

**165.**

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[xGaz\\_'s solution](#)

**166.**

1537C

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

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xGaz\\_'s solution](#)

**167.**

1536B

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

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[xGaz\\_'s solution](#)

**168.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,496 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[xGaz\\_'s solution](#)

**169.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[xGaz\\_'s solution](#)

**170.**

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[xGaz\\_'s solution](#)

**171.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[xGaz\\_'s solution](#)

**172.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xGaz\\_'s solution](#)

**173.**

1497C1

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

Quality: 29,227 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[xGaz\\_'s solution](#)

**174.**

1676G

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

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[xGaz\\_'s solution](#)

**175.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[xGaz\\_'s solution](#)

**176.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[xGaz\\_'s solution](#)

**177.**

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[xGaz\\_'s solution](#)

**178.**

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[xGaz\\_'s solution](#)

**179.**

1650D

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

Quality: 14,716 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[xGaz\\_'s solution](#)

**180.**

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math

[xGaz\\_'s solution](#)

**181.**

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[xGaz\\_'s solution](#)

**182.**

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[xGaz\\_'s solution](#)

**183.**

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[xGaz\\_'s solution](#)

**184.**

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[xGaz\\_'s solution](#)

**185.**

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[xGaz\\_'s solution](#)

**186.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[xGaz\\_'s solution](#)

**187.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[xGaz\\_'s solution](#)

**188.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[xGaz\\_'s solution](#)

**189.**

4C

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

Quality: 108,186 global accepts · Rating: 1300 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[xGaz\\_'s solution](#)

## 190.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xGaz\\_'s solution](#)

## 191.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[xGaz\\_'s solution](#)

## 192.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[xGaz\\_'s solution](#)

## 193.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[xGaz\\_'s solution](#)

## 194.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[xGaz\\_'s solution](#)

## 195.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[xGaz\\_'s solution](#)

## 196.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[xGaz\\_'s solution](#)

## 197.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[xGaz\\_'s solution](#)

## 198.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[xGaz\\_'s solution](#)

## 199.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[xGaz\\_'s solution](#)

**200.**

1559D1

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

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[xGaz\\_'s solution](#)

**201.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[xGaz\\_'s solution](#)

**202.**

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[xGaz\\_'s solution](#)

**203.**

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[xGaz\\_'s solution](#)

**204.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[xGaz\\_'s solution](#)

**205.**

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[xGaz\\_'s solution](#)

**206.**

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[xGaz\\_'s solution](#)

**207.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,459 global accepts · Rating: 1400 · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[xGaz\\_'s solution](#)

**208.**

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[xGaz\\_'s solution](#)

**209.**

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[xGaz\\_'s solution](#)

## 210.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[xGaz\\_'s solution](#)

## 211.

1676H2

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

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[xGaz\\_'s solution](#)

## 212.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,017 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[xGaz\\_'s solution](#)

## 213.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,057 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[xGaz\\_'s solution](#)

## 214.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[xGaz\\_'s solution](#)

## 215.

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

[xGaz\\_'s solution](#)

## 216.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[xGaz\\_'s solution](#)

## 217.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[xGaz\\_'s solution](#)

## 218.

1546C

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

Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[xGaz\\_'s solution](#)

## 219.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number

theory

[xGaz\\_'s solution](#)

**220.**

1843E

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

Quality: 17,810 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[xGaz\\_'s solution](#)

**221.**

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[xGaz\\_'s solution](#)

**222.**

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[xGaz\\_'s solution](#)

**223.**

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[xGaz\\_'s solution](#)

**224.**

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers

[xGaz\\_'s solution](#)

**225.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[xGaz\\_'s solution](#)

**226.**

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[xGaz\\_'s solution](#)

**227.**

1604D

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

Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[xGaz\\_'s solution](#)

**228.**

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[xGaz\\_'s solution](#)

**229.**

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and

similar, greedy, implementation, trees

[xGaz\\_'s solution](#)

**230.**

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[xGaz\\_'s solution](#)

**231.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[xGaz\\_'s solution](#)

**232.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[xGaz\\_'s solution](#)

**233.**

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[xGaz\\_'s solution](#)

**234.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[xGaz\\_'s solution](#)

**235.**

1526C2

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

Quality: 29,754 global accepts · Rating: 1600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[xGaz\\_'s solution](#)

**236.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[xGaz\\_'s solution](#)

**237.**

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[xGaz\\_'s solution](#)

**238.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[xGaz\\_'s solution](#)

**239.**

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[xGaz\\_'s solution](#)

**240.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[xGaz\\_'s solution](#)

**241.**

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[xGaz\\_'s solution](#)

**242.**

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[xGaz\\_'s solution](#)

**243.**

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[xGaz\\_'s solution](#)

**244.**

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[xGaz\\_'s solution](#)

**245.**

1592C

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

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[xGaz\\_'s solution](#)

**246.**

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

[xGaz\\_'s solution](#)

**247.**

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[xGaz\\_'s solution](#)

**248.**

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[xGaz\\_'s solution](#)

**249.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[xGaz\\_'s solution](#)

**250.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory  
[xGaz\\_'s solution](#)

**251.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices  
[xGaz\\_'s solution](#)

**252.**

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[xGaz\\_'s solution](#)

**253.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory  
[xGaz\\_'s solution](#)

**254.**

1759F

[All Possible Digits](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory  
[xGaz\\_'s solution](#)

**255.**

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings  
[xGaz\\_'s solution](#)

**256.**

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[xGaz\\_'s solution](#)

**257.**

1583D

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

Quality: 5,936 global accepts · Rating: 1800 · first AC: 2021-10-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive  
[xGaz\\_'s solution](#)

**258.**

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  
[xGaz\\_'s solution](#)

**259.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2021-09-29 · last AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees  
[xGaz\\_'s solution](#)

**260.**

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[xGaz\\_'s solution](#)

**261.**

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[xGaz\\_'s solution](#)

**262.**

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[xGaz\\_'s solution](#)

**263.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[xGaz\\_'s solution](#)

**264.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[xGaz\\_'s solution](#)

**265.**

1549D

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

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[xGaz\\_'s solution](#)

**266.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2021-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[xGaz\\_'s solution](#)

**267.**

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[xGaz\\_'s solution](#)

**268.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[xGaz\\_'s solution](#)

**269.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[xGaz\\_'s solution](#)

**270.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[xGaz\\_'s solution](#)

**271.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[xGaz\\_'s solution](#)

**272.**

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[xGaz\\_'s solution](#)

**273.**

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[xGaz\\_'s solution](#)

**274.**

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[xGaz\\_'s solution](#)

**275.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[xGaz\\_'s solution](#)

**276.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[xGaz\\_'s solution](#)

**277.**

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[xGaz\\_'s solution](#)

**278.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[xGaz\\_'s solution](#)

**279.**

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[xGaz\\_'s solution](#)

**280.**

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[xGaz\\_'s solution](#)

**281.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[xGaz\\_'s solution](#)

**282.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[xGaz\\_'s solution](#)

**283.**

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[xGaz\\_'s solution](#)

**284.**

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[xGaz\\_'s solution](#)

**285.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[xGaz\\_'s solution](#)

**286.**

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[xGaz\\_'s solution](#)

**287.**

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[xGaz\\_'s solution](#)

**288.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[xGaz\\_'s solution](#)

**289.**

384E

[Propagating tree](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[xGaz\\_'s solution](#)

**290.**

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[xGaz\\_'s solution](#)

**291.**

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[xGaz\\_'s solution](#)

**292.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[xGaz\\_'s solution](#)

**293.**

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[xGaz\\_'s solution](#)

**294.**

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[xGaz\\_'s solution](#)

**295.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[xGaz\\_'s solution](#)

**296.**

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[xGaz\\_'s solution](#)

**297.**

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[xGaz\\_'s solution](#)

**298.**

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[xGaz\\_'s solution](#)

**299.**

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[xGaz\\_'s solution](#)

**300.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[xGaz\\_'s solution](#)

**301.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[xGaz\\_'s solution](#)

**302.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[xGaz\\_'s solution](#)

**303.**

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[xGaz\\_'s solution](#)

**304.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[xGaz\\_'s solution](#)

**305.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[xGaz\\_'s solution](#)

**306.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[xGaz\\_'s solution](#)

**307.**

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[xGaz\\_'s solution](#)

**308.**

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, trees

[xGaz\\_'s solution](#)

309.

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2021-09-14 · last AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[xGaz\\_'s solution](#)

310.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths  
[xGaz\\_'s solution](#)

311.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math  
[xGaz\\_'s solution](#)

312.

713D

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

Quality: 1,360 global accepts · Rating: 2700 · first AC: 2021-10-06 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[xGaz\\_'s solution](#)

313.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu  
[xGaz\\_'s solution](#)

314.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

315.

100814C

[Connecting Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · last AC: 2022-01-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

316.

100809G

[AAMCH2C,,A C" HCα>C'5](#)

Rating: — · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

317.

101741J

[Subsequence Sum Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

318.

100168C

[A,Ca10 4DÂ <CÔ>C4>D43Cä;DÄ=C,,:C](#)

Rating: — · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

319.

100168L

[AD,C,1C 2CT:D\\$>D 0](#)

Rating: — · first AC: 2020-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**320.**

100168D

[A · Tutorial](#)  
**Aö;Cä10 4DÄ BD 5D43Cä;DÄ=C,,:C**

Rating: — · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**321.**

100168B

[B · Tutorial](#)  
**B43Cä;CÄ5Cd4D2 2CT:D\$>D 0CÄ8**

Rating: — · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**322.**

100168A

[A · Tutorial](#)  
**Aö;CÖD =D`9 D43Cä; D\$>Dt:C€**

Rating: — · first AC: 2020-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**323.**

100135A

[A · Tutorial](#)

Rating: — · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**324.**

100238D

[D · Tutorial](#)

Rating: — · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**325.**

100238C

[C · Tutorial](#)

Rating: — · first AC: 2019-11-09 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**326.**

100083A

[A · Tutorial](#)  
**Aö;Cä4Cä:**

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**327.**

100083C

[A · Tutorial](#)  
**Äö;D8D°**

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**328.**

100083D

[B · Tutorial](#)  
**B\$>D10, ACäGC`5CÖ5CÖ8Dö**

Rating: — · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**329.**

100119C

[C · Tutorial](#)

Rating: — · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —  
[xGaz\\_'s solution](#)

**330.**

100119B

[B · Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[xGaz\\_'s solution](#)

**331.**

100119A

[A · Tutorial](#)

Rating: — · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[xGaz\\_'s solution](#)