

Unique solved — yash_daga

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7.

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9.

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17.

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1717A

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51.

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1670A

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54.

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56.

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67.

1644B

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71.

1615A

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72.

1638A

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73.

1637A

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74.

1634A

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1633B

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76.

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1616A

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1625A

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82.

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84.

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85.

1617A

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1618B

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87.

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88.

1605A

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89.

1607A

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94.

1579A

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96.

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98.

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99.

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100.

1550A

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101.

1547B

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102.

1547A

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103.

1537A

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104.

1538B

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105.

1538A

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Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

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106.

1536A

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107.

1526A

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108.

1527A

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109.

1525A

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110.

1520B

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111.

1520A

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112.

1515A

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113.

1519B

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114.

1519A

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115.

1516A

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116.

1514A

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117.

1511A

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118.

1513A

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119.

1512B

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120.

1512A

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Quality: 80,094 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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121.

1498A

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Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[yash_daga's solution](#)

122.

1506A

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Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: math

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123.

959A

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Quality: 55,668 global accepts · Rating: 800 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[yash_daga's solution](#)

124.

1484A

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[yash_daga's solution](#)

125.

1499A

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Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[yash_daga's solution](#)

126.

1497A

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Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings

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127.

1493A

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128.

1146A

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[yash_daga's solution](#)

129.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math
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130.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[yash_daga's solution](#)

131.

1487A

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132.

1481A

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Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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133.

1474A

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Quality: 23,358 global accepts · Rating: 800 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[yash_daga's solution](#)

134.

1473A

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

Quality: 37,426 global accepts · Rating: 800 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings
[yash_daga's solution](#)

135.

851A

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136.

908A

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Quality: 15,841 global accepts · Rating: 800 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[yash_daga's solution](#)

137.

1472B

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[yash_daga's solution](#)

138.

1472A

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Quality: 45,522 global accepts · Rating: 800 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[yash_daga's solution](#)

139.

1468E

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[yash_daga's solution](#)

140.

1465A

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[yash_daga's solution](#)

141.

1462B

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142.

1462A

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143.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yash_daga's solution](#)

144.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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145.

1453A

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Quality: 24,264 global accepts · Rating: 800 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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146.

1455A

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

Quality: 27,408 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

147.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yash_daga's solution](#)

148.

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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149.

1454A

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Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[yash_daga's solution](#)

150.

1451A

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Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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151.

1452C

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[yash_daga's solution](#)

152.

1452A

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153.

1428A

[Box is Pull](#) · [Tutorial](#)

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[yash_daga's solution](#)

154.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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155.

835A

[Key races](#) · [Tutorial](#)

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156.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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157.

1436A

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Quality: 23,549 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
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158.

1433B

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159.

1433A

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Quality: 62,646 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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160.

1421A

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Quality: 35,470 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

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161.

1152A

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162.

1430B

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163.

1422A

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164.

1408A

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165.

1209A

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Quality: 12,841 global accepts · Rating: 800 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

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166.

1417A

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167.

1426A

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Quality: 54,958 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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168.

978A

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Quality: 30,731 global accepts · Rating: 800 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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169.

873A

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170.

1405A

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Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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171.

1409A

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Quality: 80,422 global accepts · Rating: 800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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172.

1397A

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173.

1400A

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Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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174.

938A

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[yash_daga's solution](#)

175.

1392B

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176.

1392A

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Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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177.

1398B

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178.

1398A

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179.

1391B

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180.

1391A

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[yash_daga's solution](#)

181.

747A

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Quality: 11,193 global accepts · Rating: 800 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

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182.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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183.

1399B

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[yash_daga's solution](#)

184.

1399A

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Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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185.

954A

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Quality: 11,046 global accepts · Rating: 800 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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186.

1096A

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Quality: 19,632 global accepts · Rating: 800 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yash_daga's solution](#)

187.

1388A

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Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[yash_daga's solution](#)

188.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yash_daga's solution](#)

189.

1382A

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Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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190.

1385B

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Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

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191.

1385A

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[yash_daga's solution](#)

192.

1065A

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Quality: 15,264 global accepts · Rating: 800 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

193.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yash_daga's solution](#)

194.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yash_daga's solution](#)

195.

894A

[QAO](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

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196.

1371A

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Quality: 51,260 global accepts · Rating: 800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[yash_daga's solution](#)

197.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: strings

[yash_daga's solution](#)

198.

1374A

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

Quality: 64,181 global accepts · Rating: 800 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[yash_daga's solution](#)

199.

1369A

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Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[yash_daga's solution](#)

200.

1191A

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Quality: 18,981 global accepts · Rating: 800 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[yash_daga's solution](#)

201.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,470 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[yash_daga's solution](#)

202.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,050 global accepts · Rating: 800 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[yash_daga's solution](#)

203.

1368A

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1367B

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206.

1088A

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207.

1194A

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208.

172A

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1353B

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1343B

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1337A

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1335A

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1323A

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1325B

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1296A

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245.

1305A

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1311A

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1300A

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248.

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250.

1283A

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251.

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252.

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255.

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2169A

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261.

1747B

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1665B

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274.

1617B

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1607B

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1593B

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284.

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285.

1475A

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286.

1467A

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287.

1468N

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288.

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289.

1451B

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290.

1436B

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291.

1433C

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1430A

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293.

1427A

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294.

1426B

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295.

1420A

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296.

1419A

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297.

1406A

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298.

1401A

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299.

893A

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301.

1132B

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302.

1380A

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303.

1107A

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304.

1238A

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305.

913A

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

Quality: 24,178 global accepts · Rating: 900 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

306.

115A

[Party](#) · [Tutorial](#)

Quality: 43,353 global accepts · Rating: 900 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[yash_daga's solution](#)

307.

1166A

[Silent Classroom](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 900 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy

[yash_daga's solution](#)

308.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,586 global accepts · Rating: 900 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[yash_daga's solution](#)

309.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[yash_daga's solution](#)

310.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

311.

1206B

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

Quality: 29,510 global accepts · Rating: 900 · first AC: 2020-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[yash_daga's solution](#)

312.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[yash_daga's solution](#)

313.

1197A

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

Quality: 14,034 global accepts · Rating: 900 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[yash_daga's solution](#)

314.

1183B

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Quality: 19,697 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[yash_daga's solution](#)

315.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,544 global accepts · Rating: 900 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[yash_daga's solution](#)

316.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,042 global accepts · Rating: 900 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[yash_daga's solution](#)

317.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[yash_daga's solution](#)

318.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: math

[yash_daga's solution](#)

319.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[yash_daga's solution](#)

320.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[yash_daga's solution](#)

321.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[yash_daga's solution](#)

322.

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,536 global accepts · Rating: 900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[yash_daga's solution](#)

323.

1113A

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Quality: 18,318 global accepts · Rating: 900 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[yash_daga's solution](#)

324.

11A

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

Quality: 15,495 global accepts · Rating: 900 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[yash_daga's solution](#)

325.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[yash_daga's solution](#)

326.

621A

[Wet Shark and Odd and Even](#) · [Tutorial](#)

Quality: 22,676 global accepts · Rating: 900 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yash_daga's solution](#)

327.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,389 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yash_daga's solution](#)

328.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yash_daga's solution](#)

329.

1337B

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

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yash_daga's solution](#)

330.

1335B

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

Quality: 42,599 global accepts · Rating: 900 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yash_daga's solution](#)

331.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[yash_daga's solution](#)

332.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yash_daga's solution](#)

333.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 900 · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[yash_daga's solution](#)

334.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

335.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,862 global accepts · Rating: 900 · first AC: 2020-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yash_daga's solution](#)

336.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[yash_daga's solution](#)

337.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math

[yash_daga's solution](#)

338.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yash_daga's solution](#)

339.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yash_daga's solution](#)

340.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[yash_daga's solution](#)

341.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,684 global accepts · Rating: 900 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[yash_daga's solution](#)

342.

1295A

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

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

[yash_daga's solution](#)

343.

1283B

[Candies Division](#) · [Tutorial](#)

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

[yash_daga's solution](#)

344.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, sortings

[yash_daga's solution](#)

345.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[yash_daga's solution](#)

346.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[yash_daga's solution](#)

347.

1790C

[Permutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[yash_daga's solution](#)

348.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

349.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,885 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

350.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yash_daga's solution](#)

351.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-04-10 · last AC: 2022-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[yash_daga's solution](#)

352.

1725B

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

Quality: 28,271 global accepts · Rating: 1000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[yash_daga's solution](#)

353.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

354.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yash_daga's solution](#)

355.

1713B

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

Quality: 22,689 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[yash_daga's solution](#)

356.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[yash_daga's solution](#)

357.

1671B

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

Quality: 19,737 global accepts · Rating: 1000 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[yash_daga's solution](#)

358.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yash_daga's solution](#)

359.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[yash_daga's solution](#)

360.

1620B

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

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[yash_daga's solution](#)

361.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[yash_daga's solution](#)

362.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[yash_daga's solution](#)

363.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[yash_daga's solution](#)

364.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[yash_daga's solution](#)

365.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[yash_daga's solution](#)

366.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[yash_daga's solution](#)

367.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[yash_daga's solution](#)

368.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yash_daga's solution](#)

369.

1521A

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

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[yash_daga's solution](#)

370.

1520C

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

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[yash_daga's solution](#)

371.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[yash_daga's solution](#)

372.

1506C

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

Quality: 35,628 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[yash_daga's solution](#)

373.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yash_daga's solution](#)

374.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[yash_daga's solution](#)

375.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[yash_daga's solution](#)

376.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1000 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[yash_daga's solution](#)

377.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[yash_daga's solution](#)

378.

1474B

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

Quality: 40,329 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[yash_daga's solution](#)

379.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings

[yash_daga's solution](#)

380.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yash_daga's solution](#)

381.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yash_daga's solution](#)

382.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yash_daga's solution](#)

383.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[yash_daga's solution](#)

384.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,070 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yash_daga's solution](#)

385.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,235 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[yash_daga's solution](#)

386.

1419D1

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

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[yash_daga's solution](#)

387.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2020-09-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[yash_daga's solution](#)

388.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,848 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[yash_daga's solution](#)

389.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[yash_daga's solution](#)

390.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

391.

893B

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

Quality: 12,664 global accepts · Rating: 1000 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[yash_daga's solution](#)

392.

435A

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

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

393.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2020-08-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

394.

1395A

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

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[yash_daga's solution](#)

395.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yash_daga's solution](#)

396.

1388B

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

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yash_daga's solution](#)

397.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[yash_daga's solution](#)

398.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

399.

1073A

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

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[yash_daga's solution](#)

400.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

401.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,969 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[yash_daga's solution](#)

402.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,917 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[yash_daga's solution](#)

403.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[yash_daga's solution](#)

404.

1090M

[The Pleasant Walk](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1000 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

405.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[yash_daga's solution](#)

406.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

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407.

1197B

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408.

1362A

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409.

1165B

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410.

1359B

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implementation, two pointers

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411.

1359A

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412.

1023B

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413.

1358B

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414.

1215A

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415.

1195B

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416.

1244B

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417.

766B

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418.

177B1

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419.

1249B1

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420.

1353C

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1248A

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422.

1199B

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423.

1245A

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424.

1342A

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425.

1251A

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426.

1243B1

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427.

476A

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428.

1033A

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429.

1253A

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1333A

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432.

1195A

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433.

1277A

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434.

1326A

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435.

1266B

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436.

1266A

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437.

727A

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438.

106A

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439.

1312B

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440.

118B

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441.

1265A

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1300B

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443.

1293B

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444.

1260A

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445.

118A

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446.

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447.

1A

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448.

2169B

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1950D

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450.

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1575A

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1743C

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1742D

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456.

1726B

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457.

1717B

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458.

1722D

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1670B

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1669F

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1669D

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1637B

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464.

1633C

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1616B

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1626B

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1625B

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1624C

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1623B

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470.

1618C

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471.

1593D1

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472.

1579B

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473.

1557B

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474.

1547C

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475.

1511C

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476.

1511B

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477.

1506B

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478.

1146B

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479.

1492B

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480.

1490C

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481.

1481B

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482.

1472C

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483.

1463A

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1455C

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485.

1457B

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486.

1428C

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487.

835B

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488.

1421B

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489.

1417B

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490.

1426C

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[yash_daga's solution](#)

491.

1407A

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492.

1119A

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493.

1409B

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494.

1214B

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495.

1401B

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496.

938B

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497.

1395B

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498.

1117A

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499.

1132A

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500.

1227A

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501.

1382B

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502.

1375A

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503.

1166B

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504.

1189B

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Quality: 15,307 global accepts · Rating: 1100 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
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505.

1370B

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506.

1366A

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975B

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534.

1747C

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535.

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1671C

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959B

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558.

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1472D

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1409C

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581.

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1149A

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1384A

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586.

1385C

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587.

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1369B

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593.

1191B

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1206C

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177D1

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596.

1364A

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1363A

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1184A1

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1354B

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606.

1355A

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607.

1213C

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608.

1352C

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1352B

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610.

1245B

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611.

1257C

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strings, two pointers

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1343C

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613.

203A

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466A

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217A

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327A

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618.

1334A

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619.

1272C

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620.

1328C

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621.

1315C

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622.

1327B

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623.

1305B

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624.

1311B

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625.

903C

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626.

1294B

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627.

1270B

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628.

492B

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629.

2169C

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630.

2129A

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631.

2118C

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632.

2049B

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graph matchings, implementation

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633.

1776H

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634.

1766C

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635.

1070D

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636.

1726C

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637.

1717C

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638.

1693A

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639.

1669H

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640.

1647C

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641.

1650D

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642.

1615B

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643.

1638C

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644.

1627B

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645.

1617C

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646.

1618D

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647.

1607D

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648.

1601A

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649.

1558A

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650.

1555C

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Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
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651.

1555B

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652.

1547D

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653.

1538C

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654.

1521B

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655.

1498B

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656.

1493B

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657.

1101B

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658.

1476B

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659.

1470A

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660.

1454D

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661.

1446A

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662.

1433E

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1152B

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664.

1178C

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665.

1422B

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666.

1209B

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667.

1425H

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668.

1420C1

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669.

1418B

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670.

1407B

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671.

1119B

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672.

1401C

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673.

893C

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674.

747C

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675.

1096B

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676.

1062A

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677.

1381A1

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678.

1065B

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679.

220A

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680.

1003C

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681.

1372B

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682.

1107C

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683.

1238B

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684.

611B

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685.

1371C

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686.

740A

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687.

1155C

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688.

1373C

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689.

1367C

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Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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690.

185A

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691.

1364B

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692.

1174C

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693.

1366B

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694.

1187B

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695.

34C

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696.

1194C

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697.

1194B

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698.

1365B

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699.

1038C

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700.

1178B

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Quality: 21,677 global accepts · Rating: 1300 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

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701.

1360E

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Quality: 27,995 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[yash_daga's solution](#)

702.

1360D

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Quality: 42,997 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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703.

1249B2

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Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[yash_daga's solution](#)

704.

1236C

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Quality: 10,553 global accepts · Rating: 1300 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yash_daga's solution](#)

705.

690C1

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

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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706.

690F1

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Quality: 2,422 global accepts · Rating: 1300 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —

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707.

1217A

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Quality: 15,823 global accepts · Rating: 1300 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
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708.

1352D

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709.

840A

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Quality: 7,471 global accepts · Rating: 1300 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings
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710.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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711.

1220C

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712.

628B

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Quality: 12,059 global accepts · Rating: 1300 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp
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713.

416B

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Quality: 9,417 global accepts · Rating: 1300 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
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714.

1271C

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Quality: 11,120 global accepts · Rating: 1300 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation
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715.

1271B

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Quality: 12,098 global accepts · Rating: 1300 · first AC: 2020-04-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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716.

1341B

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717.

907A

[Masha and Bears](#) · [Tutorial](#)

Quality: 5,961 global accepts · Rating: 1300 · first AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yash_daga's solution](#)

718.

821B

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Quality: 6,051 global accepts · Rating: 1300 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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719.

486B

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Quality: 19,169 global accepts · Rating: 1300 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

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720.

1335D

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Quality: 29,463 global accepts · Rating: 1300 · first AC: 2020-04-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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721.

476B

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Quality: 37,022 global accepts · Rating: 1300 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

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722.

1285B

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Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

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723.

1328B

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Quality: 32,046 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[yash_daga's solution](#)

724.

1307B

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Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[yash_daga's solution](#)

725.

1315B

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Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[yash_daga's solution](#)

726.

1322A

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Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yash_daga's solution](#)

727.

1326C

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Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[yash_daga's solution](#)

728.

1291B

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Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yash_daga's solution](#)

729.

1311C

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Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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730.

1294C

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

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[yash_daga's solution](#)

731.

1260B

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Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[yash_daga's solution](#)

732.

1919C

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Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[yash_daga's solution](#)

733.

1895C

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Quality: 13,032 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
[yash_daga's solution](#)

734.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
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735.

1837D

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Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
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736.

1790E

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

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[yash_daga's solution](#)

737.

1771B

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Quality: 21,332 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[yash_daga's solution](#)

738.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yash_daga's solution](#)

739.

1764C

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Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[yash_daga's solution](#)

740.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[yash_daga's solution](#)

741.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[yash_daga's solution](#)

742.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[yash_daga's solution](#)

743.

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[yash_daga's solution](#)

744.

1728C

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Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[yash_daga's solution](#)

745.

1721C

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

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[yash_daga's solution](#)

746.

868B

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Quality: 3,907 global accepts · Rating: 1400 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

747.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[yash_daga's solution](#)

748.

1691C

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

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[yash_daga's solution](#)

749.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[yash_daga's solution](#)

750.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[yash_daga's solution](#)

751.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yash_daga's solution](#)

752.

1634B

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Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[yash_daga's solution](#)

753.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[yash_daga's solution](#)

754.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 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

[yash_daga's solution](#)

755.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[yash_daga's solution](#)

756.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[yash_daga's solution](#)

757.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[yash_daga's solution](#)

758.

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy

[yash_daga's solution](#)

759.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[yash_daga's solution](#)

760.

1520E

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

Quality: 28,610 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yash_daga's solution](#)

761.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[yash_daga's solution](#)

762.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[yash_daga's solution](#)

763.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[yash_daga's solution](#)

764.

1506D

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[yash_daga's solution](#)

765.

1494B

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Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

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766.

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[yash_daga's solution](#)

767.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,204 global accepts · Rating: 1400 · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math

[yash_daga's solution](#)

768.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,498 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[yash_daga's solution](#)

769.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yash_daga's solution](#)

770.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yash_daga's solution](#)

771.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[yash_daga's solution](#)

772.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yash_daga's solution](#)

773.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[yash_daga's solution](#)

774.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[yash_daga's solution](#)

775.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,492 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[yash_daga's solution](#)

776.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[yash_daga's solution](#)

777.

1427B

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Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[yash_daga's solution](#)

778.

978E

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Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[yash_daga's solution](#)

779.

1408B

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Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[yash_daga's solution](#)

780.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[yash_daga's solution](#)

781.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[yash_daga's solution](#)

782.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[yash_daga's solution](#)

783.

1214A

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Quality: 9,492 global accepts · Rating: 1400 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[yash_daga's solution](#)

784.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[yash_daga's solution](#)

785.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[yash_daga's solution](#)

786.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yash_daga's solution](#)

787.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings
[yash_daga's solution](#)

788.

417C

[Football](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[yash_daga's solution](#)

789.

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yash_daga's solution](#)

790.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[yash_daga's solution](#)

791.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yash_daga's solution](#)

792.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[yash_daga's solution](#)

793.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yash_daga's solution](#)

794.

1195C

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

Quality: 34,840 global accepts · Rating: 1400 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yash_daga's solution](#)

795.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[yash_daga's solution](#)

796.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[yash_daga's solution](#)

797.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,087 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[yash_daga's solution](#)

798.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers

[yash_daga's solution](#)

799.

1191C

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

Rating: 1400 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

800.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,142 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[yash_daga's solution](#)

801.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yash_daga's solution](#)

802.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[yash_daga's solution](#)

803.

1009B

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Quality: 10,720 global accepts · Rating: 1400 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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804.

1088C

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Quality: 8,519 global accepts · Rating: 1400 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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805.

1156A

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806.

1197C

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Quality: 15,247 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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807.

1365C

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808.

1362C

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Quality: 23,705 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

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809.

1363B

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810.

152C

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811.

1215B

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812.

1276A

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813.

1284B

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814.

888C

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Quality: 8,981 global accepts · Rating: 1400 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

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815.

1201C

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816.

42A

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Quality: 3,173 global accepts · Rating: 1400 · first AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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817.

1354C1

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818.

1355D

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819.

689A

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820.

1228B

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Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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821.

808C

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822.

1350B

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823.

1351C

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824.

492C

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825.

1348B

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[yash_daga's solution](#)

826.

1245C

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Quality: 19,874 global accepts · Rating: 1400 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yash_daga's solution](#)

827.

60B

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[yash_daga's solution](#)

828.

41B

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Quality: 4,628 global accepts · Rating: 1400 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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829.

386B

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Quality: 2,528 global accepts · Rating: 1400 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

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830.

1046F

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Quality: 3,118 global accepts · Rating: 1400 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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831.

279A

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Quality: 5,917 global accepts · Rating: 1400 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation

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832.

1167C

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Quality: 26,001 global accepts · Rating: 1400 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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833.

538B

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Quality: 19,333 global accepts · Rating: 1400 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

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834.

1282B1

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Quality: 12,150 global accepts · Rating: 1400 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

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835.

1285C

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836.

1330B

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Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

837.

1303B

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838.

1332B

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839.

1324D

[Pair of Topics](#) · [Tutorial](#)

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840.

1312C

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841.

1316B

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842.

1321B

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843.

1293C

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844.

2049C

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845.

1949B

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846.

1950E

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847.

1842C

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Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp

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848.

1789C

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849.

1776L

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850.

1765N

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Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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851.

1765K

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852.

1070F

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Quality: 3,851 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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853.

1070H

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Quality: 3,854 global accepts · Rating: 1500 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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854.

1575J

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Quality: 4,265 global accepts · Rating: 1500 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation

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855.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

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856.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

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857.

1742G

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Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

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858.

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

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859.

1722G

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860.

868C

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861.

1010A

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Quality: 9,004 global accepts · Rating: 1500 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

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862.

1646C

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863.

1630A

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864.

1616C

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865.

1621B

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866.

1579C

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867.

1562C

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868.

1551C

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869.

1545A

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870.

1547E

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871.

1538F

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

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[yash_daga's solution](#)

872.

1536C

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873.

1515D

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Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

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874.

1516B

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875.

1506E

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876.

959C

[Mahmoud and Ehab and the wrong algorithm](#) · [Tutorial](#)

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877.

1484B

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Rating: 1500 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

878.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math

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879.

1492C

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Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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880.

1486B

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

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

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881.

1490F

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882.

1487D

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Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[yash_daga's solution](#)

883.

1487C

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884.

1101E

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885.

1101C

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886.

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[yash_daga's solution](#)

887.

908C

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Quality: 7,203 global accepts · Rating: 1500 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[yash_daga's solution](#)

888.

1462E1

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Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

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889.

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

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890.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[yash_daga's solution](#)

891.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs

[yash_daga's solution](#)

892.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[yash_daga's solution](#)

893.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[yash_daga's solution](#)

894.

1209C

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Quality: 7,860 global accepts · Rating: 1500 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[yash_daga's solution](#)

895.

1417C

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Rating: 1500 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[yash_daga's solution](#)

896.

1426D

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Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yash_daga's solution](#)

897.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,512 global accepts · Rating: 1500 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation

[yash_daga's solution](#)

898.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[yash_daga's solution](#)

899.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[yash_daga's solution](#)

900.

1418C

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Quality: 28,133 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[yash_daga's solution](#)

901.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[yash_daga's solution](#)

902.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[yash_daga's solution](#)

903.

1119C

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

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yash_daga's solution](#)

904.

1409D

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

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[yash_daga's solution](#)

905.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, sortings
[yash_daga's solution](#)

906.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[yash_daga's solution](#)

907.

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
[yash_daga's solution](#)

908.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[yash_daga's solution](#)

909.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[yash_daga's solution](#)

910.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, math
[yash_daga's solution](#)

911.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,610 global accepts · Rating: 1500 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[yash_daga's solution](#)

912.

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yash_daga's solution](#)

913.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yash_daga's solution](#)

914.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, two pointers

[yash_daga's solution](#)

915.

977E

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

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yash_daga's solution](#)

916.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[yash_daga's solution](#)

917.

1379B

[Dubious Cyrypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[yash_daga's solution](#)

918.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[yash_daga's solution](#)

919.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[yash_daga's solution](#)

920.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yash_daga's solution](#)

921.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1500 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[yash_daga's solution](#)

922.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,975 global accepts · Rating: 1500 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yash_daga's solution](#)

923.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,033 global accepts · Rating: 1500 · first AC: 2020-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[yash_daga's solution](#)

924.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yash_daga's solution](#)

925.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[yash_daga's solution](#)

926.

1368B

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

Quality: 21,428 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[yash_daga's solution](#)

927.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[yash_daga's solution](#)

928.

224B

[Array](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1500 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation, two pointers
[yash_daga's solution](#)

929.

177D2

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 1500 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yash_daga's solution](#)

930.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yash_daga's solution](#)

931.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings
[yash_daga's solution](#)

932.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[yash_daga's solution](#)

933.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2020-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

934.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,387 global accepts · Rating: 1500 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[yash_daga's solution](#)

935.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yash_daga's solution](#)

936.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2020-06-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[yash_daga's solution](#)

937.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[yash_daga's solution](#)

938.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[yash_daga's solution](#)

939.

1325C

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

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yash_daga's solution](#)

940.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2020-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[yash_daga's solution](#)

941.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[yash_daga's solution](#)

942.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[yash_daga's solution](#)

943.

1236B

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

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[yash_daga's solution](#)

944.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,080 global accepts · Rating: 1500 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[yash_daga's solution](#)

945.

690C2

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

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[yash_daga's solution](#)

946.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,458 global accepts · Rating: 1500 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees
[yash_daga's solution](#)

947.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,561 global accepts · Rating: 1500 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[yash_daga's solution](#)

948.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math
[yash_daga's solution](#)

949.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[yash_daga's solution](#)

950.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[yash_daga's solution](#)

951.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[yash_daga's solution](#)

952.

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[yash_daga's solution](#)

953.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[yash_daga's solution](#)

954.

1341C

[Nastya and Strange Generator](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yash_daga's solution](#)

955.

825D

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

Quality: 3,728 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[yash_daga's solution](#)

956.

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2020-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[yash_daga's solution](#)

957.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[yash_daga's solution](#)

958.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yash_daga's solution](#)

959.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yash_daga's solution](#)

960.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[yash_daga's solution](#)

961.

1300C

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

Rating: 1500 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yash_daga's solution](#)

962.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[yash_daga's solution](#)

963.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[yash_daga's solution](#)

964.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-03-24 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[yash_daga's solution](#)

965.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[yash_daga's solution](#)

966.

1326D1

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

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

[yash_daga's solution](#)

967.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,461 global accepts · Rating: 1500 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[yash_daga's solution](#)

968.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[yash_daga's solution](#)

969.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yash_daga's solution](#)

970.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yash_daga's solution](#)

971.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2020-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[yash_daga's solution](#)

972.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[yash_daga's solution](#)

973.

114B

[PFAST Inc.](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 1500 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs

[yash_daga's solution](#)

974.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[yash_daga's solution](#)

975.

1265C

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

Rating: 1500 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yash_daga's solution](#)

976.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[yash_daga's solution](#)

977.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[yash_daga's solution](#)

978.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[yash_daga's solution](#)

979.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

980.

1771C

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

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[yash_daga's solution](#)

981.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[yash_daga's solution](#)

982.

1722E

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

Quality: 13,367 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[yash_daga's solution](#)

983.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[yash_daga's solution](#)

984.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[yash_daga's solution](#)

985.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[yash_daga's solution](#)

986.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[yash_daga's solution](#)

987.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[yash_daga's solution](#)

988.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[yash_daga's solution](#)

989.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[yash_daga's solution](#)

990.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yash_daga's solution](#)

991.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[yash_daga's solution](#)

992.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

993.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[yash_daga's solution](#)

994.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[yash_daga's solution](#)

995.

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms,

dp, strings

[yash_daga's solution](#)

996.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[yash_daga's solution](#)

997.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[yash_daga's solution](#)

998.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

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999.

1520F1

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1000.

1519D

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1001.

1514C

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1002.

1511D

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1003.

1513C

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1004.

1512E

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1503A

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1498C

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1483A

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1497C2

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1009.

1486C1

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1010.

1481C

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1011.

1476C

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1012.

1475E

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1013.

1469C

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1014.

1468K

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1461D

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1455D

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1017.

1452D

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1018.

835C

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1019.

1437D

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630G

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1021.

1423K

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1022.

1077D

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75C

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873C

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1407C

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1026.

1140C

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1396A

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1082C

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1033.

1082B

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954D

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1035.

992B

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1036.

1096C

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1062C

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1041.

639B

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1198A

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722C

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1238C

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1049.

913C

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1371D

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1052.

1189D1

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1053.

1374E1

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493C

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1055.

525C

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1373D

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1137B

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384C

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1064.

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986A

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73A

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1068.

156B

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1069.

1255C

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1029C

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380A

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1363C

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1073.

52B

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1074.

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1076.

1358C

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1077.

898E

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68B

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1080.

346A

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1081.

1353D

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1082.

1213D2

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1083.

704A

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1084.

1217B

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1085.

1350C

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Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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1086.

1345C

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Rating: 1600 · first AC: 2020-05-06 · last AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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1087.

1352G

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1088.

71C

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1348C

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1090.

235A

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1251C

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1303C

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1342C

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910B

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1095.

1284C

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244B

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1097.

1243B2

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747E

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1192.

1148C

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Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[yash_daga's solution](#)

1193.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[yash_daga's solution](#)

1194.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[yash_daga's solution](#)

1195.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2020-07-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp
[yash_daga's solution](#)

1196.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[yash_daga's solution](#)

1197.

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
[yash_daga's solution](#)

1198.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings
[yash_daga's solution](#)

1199.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[yash_daga's solution](#)

1200.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math
[yash_daga's solution](#)

1201.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,658 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[yash_daga's solution](#)

1202.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2020-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
[yash_daga's solution](#)

1203.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yash_daga's solution](#)

1204.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[yash_daga's solution](#)

1205.

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

1206.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[yash_daga's solution](#)

1207.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yash_daga's solution](#)

1208.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[yash_daga's solution](#)

1209.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,819 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[yash_daga's solution](#)

1210.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yash_daga's solution](#)

1211.

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[yash_daga's solution](#)

1212.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[yash_daga's solution](#)

1213.

339D

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

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[yash_daga's solution](#)

1214.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yash_daga's solution](#)

1215.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2020-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[yash_daga's solution](#)

1216.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,298 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[yash_daga's solution](#)

1217.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[yash_daga's solution](#)

1218.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2020-05-26 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[yash_daga's solution](#)

1219.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[yash_daga's solution](#)

1220.

729C

[Road to Cinema](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 1700 · first AC: 2020-05-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[yash_daga's solution](#)

1221.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[yash_daga's solution](#)

1222.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[yash_daga's solution](#)

1223.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[yash_daga's solution](#)

1224.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: math, strings

[yash_daga's solution](#)

1225.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

1226.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 1700 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[yash_daga's solution](#)

1227.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

1228.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2020-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[yash_daga's solution](#)

1229.

1248C

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

Rating: 1700 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yash_daga's solution](#)

1230.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[yash_daga's solution](#)

1231.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[yash_daga's solution](#)

1232.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2020-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[yash_daga's solution](#)

1233.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[yash_daga's solution](#)

1234.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2020-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[yash_daga's solution](#)

1235.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yash_daga's solution](#)

1236.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 1700 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers
[yash_daga's solution](#)

1237.

1337D

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

Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, sortings
[yash_daga's solution](#)

1238.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[yash_daga's solution](#)

1239.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[yash_daga's solution](#)

1240.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,364 global accepts · Rating: 1700 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
[yash_daga's solution](#)

1241.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yash_daga's solution](#)

1242.

1330D

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[yash_daga's solution](#)

1243.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[yash_daga's solution](#)

1244.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[yash_daga's solution](#)

1245.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[yash_daga's solution](#)

1246.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[yash_daga's solution](#)

1247.

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[yash_daga's solution](#)

1248.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yash_daga's solution](#)

1249.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[yash_daga's solution](#)

1250.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs
[yash_daga's solution](#)

1251.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[yash_daga's solution](#)

1252.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[yash_daga's solution](#)

1253.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
[yash_daga's solution](#)

1254.

1575D

[Divisible by Twenty-Five](#) · [Tutorial](#)

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp
[yash_daga's solution](#)

1255.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees
[yash_daga's solution](#)

1256.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[yash_daga's solution](#)

1257.

1725M

[Moving Both Hands](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths
[yash_daga's solution](#)

1258.

1725H

[Hot Black Hot White](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[yash_daga's solution](#)

1259.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers
[yash_daga's solution](#)

1260.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings
[yash_daga's solution](#)

1261.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[yash_daga's solution](#)

1262.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry
[yash_daga's solution](#)

1263.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[yash_daga's solution](#)

1264.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[yash_daga's solution](#)

1265.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[yash_daga's solution](#)

1266.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[yash_daga's solution](#)

1267.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[yash_daga's solution](#)

1268.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yash_daga's solution](#)

1269.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[yash_daga's solution](#)

1270.

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

[yash_daga's solution](#)

1271.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[yash_daga's solution](#)

1272.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[yash_daga's solution](#)

1273.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[yash_daga's solution](#)

1274.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[yash_daga's solution](#)

1275.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[yash_daga's solution](#)

1276.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
[yash_daga's solution](#)

1277.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[yash_daga's solution](#)

1278.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
[yash_daga's solution](#)

1279.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation
[yash_daga's solution](#)

1280.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[yash_daga's solution](#)

1281.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy
[yash_daga's solution](#)

1282.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[yash_daga's solution](#)

1283.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
[yash_daga's solution](#)

1284.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-01-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers
[yash_daga's solution](#)

1285.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[yash_daga's solution](#)

1286.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy

[yash_daga's solution](#)

1287.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yash_daga's solution](#)

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1462F

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1289.

1450D

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1303.

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1304.

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1305.

1261B2

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sortings

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1306.

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1307.

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1308.

1187C

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1398D

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1310.

1395D

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1311.

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1312.

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1313.

1096D

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1314.

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1315.

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69E

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1318.

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1319.

1152C

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1320.

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1322.

913D

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1324.

1148D

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1325.

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1326.

1107D

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1327.

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1328.

1255E1

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1329.

1191D

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1330.

1179B

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1331.

888E

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1332.

1367D

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1333.

600C

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1334.

584D

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1335.

939E

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1336.

275D

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1337.

1280B

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1338.

1282C

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1339.

1335E2

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1340.

1286B

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1341.

603B

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1342.

1304D

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1343.

687B

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1344.

180E

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1346.

1038D

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1347.

1207D

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1348.

1195D2

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1349.

1221D

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1350.

51C

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1351.

1244D

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1352.

986B

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1353.

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1354.

1249D2

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1355.

1249D1

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1356.

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1355C

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1358.

989C

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1359.

1296E1

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1360.

813B

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1361.

1300D

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1362.

652C

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1363.

1295D

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1364.

585A

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1365.

1339D

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1366.

1334D

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1367.

1330C

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1368.

1328D

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1369.

1327E

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1370.

1316C

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1371.

1283E

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1372.

1287C

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1373.

2049D

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1374.

1949C

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1375.

1950G

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1376.

1938C

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1377.

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1379.

1842D

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1380.

1777D

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1381.

1773A

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1382.

1773K

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1383.

1747D

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1384.

1749D

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1385.

1746D

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1386.

1717D

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1387.

1715D

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1388.

1689D

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1389.

1647D

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1390.

1650E

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1391.

1627D

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1392.

1624G

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1620E

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1394.

1591D

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1395.

1613D

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1601B

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1397.

1593D2

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1398.

1560F1

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1399.

1558B

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1400.

1545B

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1401.

1547F

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1527B2

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1512F

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959D

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1405.

959E

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1406.

1479B1

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1408.

1495B

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1409.

1494C

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1410.

1492D

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1411.

1486C2

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1412.

1490G

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1475F

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1415.

1470B

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1417.

1463D

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1453D

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835D

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1421.

1413C

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1436D

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1430E

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1428.

1067A

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1430.

1153D

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846D

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1432.

1404B

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1433.

1119E

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1434.

353B

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1435.

1307D

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1436.

1384B1

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1437.

1361B

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1214D

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448C

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1400D

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476D

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1303D

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1446.

1383B

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1447.

914D

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524C

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1238D

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1450.

1114D

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1451.

1029D

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1452.

1272E

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1453.

1294E

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1454.

1311F

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1455.

1371E1

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1456.

1155D

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1457.

1354D

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1458.

1175D

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1459.

1313C2

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1460.

1369D

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1461.

1206D

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1462.

1367E

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1463.

1174D

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1464.

294C

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1465.

839B

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1466.

1365E

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1467.

1197D

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1468.

19B

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1469.

808D

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1470.

540D

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1471.

1242B

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1472.

1358D

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1473.

1360G

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1474.

1328E

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1475.

20C

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1476.

144D

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1477.

1276B

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1478.

25D

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Quality: 15,577 global accepts · Rating: 1900 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[yash_daga's solution](#)

1479.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2020-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[yash_daga's solution](#)

1480.

1353E

[K-periodic Garland](#) · [Tutorial](#)

Quality: 7,796 global accepts · Rating: 1900 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[yash_daga's solution](#)

1481.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2020-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation
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1482.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings
[yash_daga's solution](#)

1483.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yash_daga's solution](#)

1484.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
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1485.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees
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1486.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers
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1487.

1285D

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Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-04-07 · last AC: 2020-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees
[yash_daga's solution](#)

1488.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory
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1489.

1764D

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Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[yash_daga's solution](#)

1490.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[yash_daga's solution](#)

1491.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[yash_daga's solution](#)

1492.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers
[yash_daga's solution](#)

1493.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[yash_daga's solution](#)

1494.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[yash_daga's solution](#)

1495.

1716C

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Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search
[yash_daga's solution](#)

1496.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math
[yash_daga's solution](#)

1497.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[yash_daga's solution](#)

1498.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[yash_daga's solution](#)

1499.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[yash_daga's solution](#)

1500.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[yash_daga's solution](#)

1501.

1646D

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Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[yash_daga's solution](#)

1502.

1459D

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

Rating: 2000 · first AC: 2021-01-05 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[yash_daga's solution](#)

1503.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yash_daga's solution](#)

1504.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[yash_daga's solution](#)

1505.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[yash_daga's solution](#)

1506.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[yash_daga's solution](#)

1507.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yash_daga's solution](#)

1508.

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

[yash_daga's solution](#)

1509.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[yash_daga's solution](#)

1510.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[yash_daga's solution](#)

1511.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[yash_daga's solution](#)

1512.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[yash_daga's solution](#)

1513.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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1514.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp

[yash_daga's solution](#)

1515.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[yash_daga's solution](#)

1516.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[yash_daga's solution](#)

1517.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[yash_daga's solution](#)

1518.

1229B

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

Rating: 2000 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[yash_daga's solution](#)

1519.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[yash_daga's solution](#)

1520.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[yash_daga's solution](#)

1521.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[yash_daga's solution](#)

1522.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[yash_daga's solution](#)

1523.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[yash_daga's solution](#)

1524.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[yash_daga's solution](#)

1525.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[yash_daga's solution](#)

1526.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[yash_daga's solution](#)

1527.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[yash_daga's solution](#)

1528.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[yash_daga's solution](#)

1529.

843B

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Quality: 2,581 global accepts · Rating: 2000 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, probabilities
[yash_daga's solution](#)

1530.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp
[yash_daga's solution](#)

1531.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[yash_daga's solution](#)

1532.

1451E1

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

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
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1533.

842D

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

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1534.

1161C

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1535.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[yash_daga's solution](#)

1536.

615D

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Quality: 4,283 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[yash_daga's solution](#)

1537.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[yash_daga's solution](#)

1538.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[yash_daga's solution](#)

1539.

1417E

[XOR Inverse](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, strings, trees

[yash_daga's solution](#)

1540.

1417D

[Make Them Equal](#) · [Tutorial](#)

Quality: 2000 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[yash_daga's solution](#)

1541.

1426F

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Quality: 6,165 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

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1542.

774L

[Bars](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2000 · first AC: 2020-09-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search

[yash_daga's solution](#)

1543.

1165F1

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

Quality: 2,148 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[yash_daga's solution](#)

1544.

1165F2

[Microtransactions \(hard version\)](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2000 · first AC: 2020-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

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1545.

8C

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

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2020-09-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

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1546.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings, strings

[yash_daga's solution](#)

1547.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[yash_daga's solution](#)

1548.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[yash_daga's solution](#)

1549.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[yash_daga's solution](#)

1550.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[yash_daga's solution](#)

1551.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,965 global accepts · Rating: 2000 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[yash_daga's solution](#)

1552.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2020-08-17 · last AC: 2020-08-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[yash_daga's solution](#)

1553.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy

[yash_daga's solution](#)

1554.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[yash_daga's solution](#)

1555.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2020-08-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[yash_daga's solution](#)

1556.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[yash_daga's solution](#)

1557.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2000 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[yash_daga's solution](#)

1558.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[yash_daga's solution](#)

1559.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[yash_daga's solution](#)

1560.

1388D

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

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[yash_daga's solution](#)

1561.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[yash_daga's solution](#)

1562.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[yash_daga's solution](#)

1563.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures

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1564.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[yash_daga's solution](#)

1565.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[yash_daga's solution](#)

1566.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[yash_daga's solution](#)

1567.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[yash_daga's solution](#)

1568.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[yash_daga's solution](#)

1569.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 2000 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yash_daga's solution](#)

1570.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2020-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[yash_daga's solution](#)

1571.

1379C

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Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[yash_daga's solution](#)

1572.

526C

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1216F

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1499D

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1203F1

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1664.

1479B2

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[yash_daga's solution](#)

1666.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[yash_daga's solution](#)

1667.

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[yash_daga's solution](#)

1668.

1472G

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

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[yash_daga's solution](#)

1669.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[yash_daga's solution](#)

1670.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[yash_daga's solution](#)

1671.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yash_daga's solution](#)

1672.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees
[yash_daga's solution](#)

1673.

766E

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

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[yash_daga's solution](#)

1674.

321C

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

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees
[yash_daga's solution](#)

1675.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-20 · last AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, shortest paths
[yash_daga's solution](#)

1676.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dp
[yash_daga's solution](#)

1677.

225E

[Unsolvale](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2100 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[yash_daga's solution](#)

1678.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, number theory
[yash_daga's solution](#)

1679.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
[yash_daga's solution](#)

1680.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[yash_daga's solution](#)

1681.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[yash_daga's solution](#)

1682.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[yash_daga's solution](#)

1683.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2020-09-07 · last AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[yash_daga's solution](#)

1684.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2020-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings

[yash_daga's solution](#)

1685.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[yash_daga's solution](#)

1686.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[yash_daga's solution](#)

1687.

1003E

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

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[yash_daga's solution](#)

1688.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2100 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[yash_daga's solution](#)

1689.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[yash_daga's solution](#)

1690.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,189 global accepts · Rating: 2100 · first AC: 2020-08-11 · last AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[yash_daga's solution](#)

1691.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[yash_daga's solution](#)

1692.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[yash_daga's solution](#)

1693.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[yash_daga's solution](#)

1694.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[yash_daga's solution](#)

1695.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-08-02 · last AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

[yash_daga's solution](#)

1696.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[yash_daga's solution](#)

1697.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[yash_daga's solution](#)

1698.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[yash_daga's solution](#)

1699.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math

[yash_daga's solution](#)

1700.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[yash_daga's solution](#)

1701.

776E

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

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2020-07-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

1702.

576B

[Invariance of Tree](#) · [Tutorial](#)

Quality: 1,918 global accepts · Rating: 2100 · first AC: 2020-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yash_daga's solution](#)

1703.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[yash_daga's solution](#)

1704.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[yash_daga's solution](#)

1705.

1167E

[Range Deleting](#) · [Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, two pointers

[yash_daga's solution](#)

1706.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy

[yash_daga's solution](#)

1707.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[yash_daga's solution](#)

1708.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2020-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yash_daga's solution](#)

1709.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[yash_daga's solution](#)

1710.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory

[yash_daga's solution](#)

1711.

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[yash_daga's solution](#)

1712.

1370E

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

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[yash_daga's solution](#)

1713.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[yash_daga's solution](#)

1714.

877D

[Olga and Energy Drinks](#) · [Tutorial](#)

Quality: 5,085 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[yash_daga's solution](#)

1715.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[yash_daga's solution](#)

1716.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[yash_daga's solution](#)

1717.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[yash_daga's solution](#)

1718.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[yash_daga's solution](#)

1719.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

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1720.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[yash_daga's solution](#)

1721.

920E

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

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[yash_daga's solution](#)

1722.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[yash_daga's solution](#)

1723.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[yash_daga's solution](#)

1724.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2020-05-12 · last AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yash_daga's solution](#)

1725.

356C

[Compartments](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 2100 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, implementation

[yash_daga's solution](#)

1726.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2020-04-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[yash_daga's solution](#)

1727.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, trees

[yash_daga's solution](#)

1728.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[yash_daga's solution](#)

1729.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[yash_daga's solution](#)

1730.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[yash_daga's solution](#)

1731.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[yash_daga's solution](#)

1732.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[yash_daga's solution](#)

1733.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[yash_daga's solution](#)

1734.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[yash_daga's solution](#)

1735.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[yash_daga's solution](#)

1736.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[yash_daga's solution](#)

1737.

1575G

[GCD Festival](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2200 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

1738.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[yash_daga's solution](#)

1739.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[yash_daga's solution](#)

1740.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[yash_daga's solution](#)

1741.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

1742.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[yash_daga's solution](#)

1743.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[yash_daga's solution](#)

1744.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[yash_daga's solution](#)

1745.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[yash_daga's solution](#)

1746.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[yash_daga's solution](#)

1747.

1670E

[Hemose on the Tree](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, trees

[yash_daga's solution](#)

1748.

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

[yash_daga's solution](#)

1749.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[yash_daga's solution](#)

1750.

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

[yash_daga's solution](#)

1751.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[yash_daga's solution](#)

1752.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers
[yash_daga's solution](#)

1753.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,791 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers
[yash_daga's solution](#)

1754.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings
[yash_daga's solution](#)

1755.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[yash_daga's solution](#)

1756.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[yash_daga's solution](#)

1757.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
[yash_daga's solution](#)

1758.

1607G

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Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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1759.

1034B

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Quality: 2,290 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings
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1760.

980E

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Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees
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1761.

712D

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Quality: 1,993 global accepts · Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
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1762.

1586E

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Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
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1763.

979D

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1764.

1593G

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Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

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1765.

962E

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Quality: 1,141 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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1766.

946E

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Quality: 1,244 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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1767.

1157G

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1768.

965E

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1769.

1579G

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Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

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1770.

1557D

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Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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1771.

1551F

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Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

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1772.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

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interactive, math

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1773.

1542D

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1774.

1037E

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1775.

1537F

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1776.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

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1777.

1535E

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Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[yash_daga's solution](#)

1778.

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

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1779.

1065D

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Quality: 1,445 global accepts · Rating: 2200 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, shortest paths

[yash_daga's solution](#)

1780.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yash_daga's solution](#)

1781.

1520F2

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Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-05 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[yash_daga's solution](#)

1782.

1158B

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Quality: 2,382 global accepts · Rating: 2200 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings
[yash_daga's solution](#)

1783.

1168C

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Quality: 2,732 global accepts · Rating: 2200 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[yash_daga's solution](#)

1784.

1105E

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Quality: 1,915 global accepts · Rating: 2200 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
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1785.

1520G

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1786.

1114E

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Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities
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1787.

1515E

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Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
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1788.

1249F

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Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
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1789.

1179C

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Quality: 2,459 global accepts · Rating: 2200 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees
[yash_daga's solution](#)

1790.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[yash_daga's solution](#)

1791.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings
[yash_daga's solution](#)

1792.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings

[yash_daga's solution](#)

1793.

1261C

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Rating: 2200 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[yash_daga's solution](#)

1794.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

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[yash_daga's solution](#)

1795.

1503C

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[yash_daga's solution](#)

1796.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2021-04-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[yash_daga's solution](#)

1797.

1208E

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Quality: 2,183 global accepts · Rating: 2200 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[yash_daga's solution](#)

1798.

1272F

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Quality: 2,334 global accepts · Rating: 2200 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings, two pointers

[yash_daga's solution](#)

1799.

1498E

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Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[yash_daga's solution](#)

1800.

1498D

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Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[yash_daga's solution](#)

1801.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-20 · last AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[yash_daga's solution](#)

1802.

1485D

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Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math,

number theory

[yash_daga's solution](#)

1803.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

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1804.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[yash_daga's solution](#)

1805.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[yash_daga's solution](#)

1806.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2021-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[yash_daga's solution](#)

1807.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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1808.

981E

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Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

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1809.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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1810.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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1811.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2020-12-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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1812.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

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1813.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

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1814.

1253E

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1815.

1278E

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1816.

1438D

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1817.

1428E

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1818.

1295E

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1819.

1303E

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Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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1820.

1305E

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1821.

1311E

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Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

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1822.

1437E

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Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[yash_daga's solution](#)

1823.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[yash_daga's solution](#)

1824.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

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1825.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-10-22 · last AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[yash_daga's solution](#)

1826.

1336C

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

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

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1827.

1338C

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Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[yash_daga's solution](#)

1828.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

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1829.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

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1830.

807E

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

Rating: 2200 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[yash_daga's solution](#)

1831.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[yash_daga's solution](#)

1832.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

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1833.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

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1834.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2020-09-03 · last AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[yash_daga's solution](#)

1835.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[yash_daga's solution](#)

1836.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 2200 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yash_daga's solution](#)

1837.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[yash_daga's solution](#)

1838.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[yash_daga's solution](#)

1839.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[yash_daga's solution](#)

1840.

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-08-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[yash_daga's solution](#)

1841.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[yash_daga's solution](#)

1842.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2020-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings

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1843.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[yash_daga's solution](#)

1844.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[yash_daga's solution](#)

1845.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[yash_daga's solution](#)

1846.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[yash_daga's solution](#)

1847.

1117E

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Quality: 1,641 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[yash_daga's solution](#)

1848.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yash_daga's solution](#)

1849.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2020-07-09 · last AC: 2020-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yash_daga's solution](#)

1850.

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2020-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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1851.

1238E

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1166D

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1154G

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1856.

52C

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559C

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1858.

1353F

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1859.

617E

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1862.

2134E

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1866D

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1866I

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1861E

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1889.

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1453E

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Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[yash_daga's solution](#)

1945.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[yash_daga's solution](#)

1946.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[yash_daga's solution](#)

1947.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2021-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation, trees

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1948.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[yash_daga's solution](#)

1949.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-02-10 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[yash_daga's solution](#)

1950.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[yash_daga's solution](#)

1951.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[yash_daga's solution](#)

1952.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, implementation

[yash_daga's solution](#)

1953.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[yash_daga's solution](#)

1954.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1955.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[yash_daga's solution](#)

1956.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[yash_daga's solution](#)

1957.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[yash_daga's solution](#)

1958.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[yash_daga's solution](#)

1959.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[yash_daga's solution](#)

1960.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[yash_daga's solution](#)

1961.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yash_daga's solution](#)

1962.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[yash_daga's solution](#)

1963.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[yash_daga's solution](#)

1964.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[yash_daga's solution](#)

1965.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-09-01 · last AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[yash_daga's solution](#)

1966.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, shortest paths
[yash_daga's solution](#)

1967.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[yash_daga's solution](#)

1968.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-06 · last AC: 2020-08-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, sortings
[yash_daga's solution](#)

1969.

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2020-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy
[yash_daga's solution](#)

1970.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[yash_daga's solution](#)

1971.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-07-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[yash_daga's solution](#)

1972.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2020-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy
[yash_daga's solution](#)

1973.

1065E

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

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, strings
[yash_daga's solution](#)

1974.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[yash_daga's solution](#)

1975.

1189E

[Count Pairs](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[yash_daga's solution](#)

1976.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[yash_daga's solution](#)

1977.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[yash_daga's solution](#)

1978.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[yash_daga's solution](#)

1979.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[yash_daga's solution](#)

1980.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[yash_daga's solution](#)

1981.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[yash_daga's solution](#)

1982.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[yash_daga's solution](#)

1983.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[yash_daga's solution](#)

1984.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

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1985.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yash_daga's solution](#)

1986.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yash_daga's solution](#)

1987.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2022-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[yash_daga's solution](#)

1988.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, trees

[yash_daga's solution](#)

1989.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[yash_daga's solution](#)

1990.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[yash_daga's solution](#)

1991.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2022-08-29 · C++20 (GCC 11-64) (first AC) · Tags: fft, geometry, number theory

[yash_daga's solution](#)

1992.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[yash_daga's solution](#)

1993.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[yash_daga's solution](#)

1994.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-08-25 · last AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[yash_daga's solution](#)

1995.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[yash_daga's solution](#)

1996.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[yash_daga's solution](#)

1997.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows

[yash_daga's solution](#)

1998.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[yash_daga's solution](#)

1999.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[yash_daga's solution](#)

2000.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[yash_daga's solution](#)

2001.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[yash_daga's solution](#)

2002.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[yash_daga's solution](#)

2003.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[yash_daga's solution](#)

2004.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[yash_daga's solution](#)

2005.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[yash_daga's solution](#)

2006.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-15 · last AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[yash_daga's solution](#)

2007.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[yash_daga's solution](#)

2008.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[yash_daga's solution](#)

2009.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[yash_daga's solution](#)

2010.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yash_daga's solution](#)

2011.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[yash_daga's solution](#)

2012.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[yash_daga's solution](#)

2013.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[yash_daga's solution](#)

2014.

825F

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

Quality: 1,952 global accepts · Rating: 2400 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, string suffix structures, strings

[yash_daga's solution](#)

2015.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[yash_daga's solution](#)

2016.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-16 · last AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, trees

[yash_daga's solution](#)

2017.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[yash_daga's solution](#)

2018.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[yash_daga's solution](#)

2019.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[yash_daga's solution](#)

2020.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[yash_daga's solution](#)

2021.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[yash_daga's solution](#)

2022.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[yash_daga's solution](#)

2023.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[yash_daga's solution](#)

2024.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[yash_daga's solution](#)

2025.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2022-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[yash_daga's solution](#)

2026.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[yash_daga's solution](#)

2027.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · last AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[yash_daga's solution](#)

2028.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[yash_daga's solution](#)

2029.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[yash_daga's solution](#)

2030.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[yash_daga's solution](#)

2031.

1605E

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Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[yash_daga's solution](#)

2032.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[yash_daga's solution](#)

2033.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yash_daga's solution](#)

2034.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[yash_daga's solution](#)

2035.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[yash_daga's solution](#)

2036.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, hashing

[yash_daga's solution](#)

2037.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[yash_daga's solution](#)

2038.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[yash_daga's solution](#)

2039.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[yash_daga's solution](#)

2040.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[yash_daga's solution](#)

2041.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[yash_daga's solution](#)

2042.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[yash_daga's solution](#)

2043.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory

[yash_daga's solution](#)

2044.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[yash_daga's solution](#)

2045.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[yash_daga's solution](#)

2046.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees
[yash_daga's solution](#)

2047.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers
[yash_daga's solution](#)

2048.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[yash_daga's solution](#)

2049.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[yash_daga's solution](#)

2050.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[yash_daga's solution](#)

2051.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers
[yash_daga's solution](#)

2052.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[yash_daga's solution](#)

2053.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search
[yash_daga's solution](#)

2054.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2021-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings
[yash_daga's solution](#)

2055.

1229C

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

Rating: 2400 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs

[yash_daga's solution](#)

2056.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[yash_daga's solution](#)

2057.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[yash_daga's solution](#)

2058.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[yash_daga's solution](#)

2059.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[yash_daga's solution](#)

2060.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[yash_daga's solution](#)

2061.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2021-03-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[yash_daga's solution](#)

2062.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[yash_daga's solution](#)

2063.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[yash_daga's solution](#)

2064.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[yash_daga's solution](#)

2065.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[yash_daga's solution](#)

2066.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[yash_daga's solution](#)

2067.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[yash_daga's solution](#)

2068.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[yash_daga's solution](#)

2069.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yash_daga's solution](#)

2070.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2021-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[yash_daga's solution](#)

2071.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2021-01-21 · last AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[yash_daga's solution](#)

2072.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[yash_daga's solution](#)

2073.

815C

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

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[yash_daga's solution](#)

2074.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[yash_daga's solution](#)

2075.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[yash_daga's solution](#)

2076.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[yash_daga's solution](#)

2077.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[yash_daga's solution](#)

2078.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[yash_daga's solution](#)

2079.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[yash_daga's solution](#)

2080.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[yash_daga's solution](#)

2081.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[yash_daga's solution](#)

2082.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2020-10-02 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[yash_daga's solution](#)

2083.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[yash_daga's solution](#)

2084.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dsu, string suffix structures, strings

[yash_daga's solution](#)

2085.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[yash_daga's solution](#)

2086.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory

[yash_daga's solution](#)

2087.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, implementation, sortings

[yash_daga's solution](#)

2088.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2020-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[yash_daga's solution](#)

2089.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[yash_daga's solution](#)

2090.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[yash_daga's solution](#)

2091.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[yash_daga's solution](#)

2092.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yash_daga's solution](#)

2093.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[yash_daga's solution](#)

2094.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[yash_daga's solution](#)

2095.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, graphs,

math, meet-in-the-middle, trees

[yash_daga's solution](#)

2096.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[yash_daga's solution](#)

2097.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[yash_daga's solution](#)

2098.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[yash_daga's solution](#)

2099.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[yash_daga's solution](#)

2100.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[yash_daga's solution](#)

2101.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[yash_daga's solution](#)

2102.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[yash_daga's solution](#)

2103.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-09-04 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[yash_daga's solution](#)

2104.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[yash_daga's solution](#)

2105.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[yash_daga's solution](#)

2106.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-08-23 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[yash_daga's solution](#)

2107.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[yash_daga's solution](#)

2108.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[yash_daga's solution](#)

2109.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[yash_daga's solution](#)

2110.

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[yash_daga's solution](#)

2111.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[yash_daga's solution](#)

2112.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[yash_daga's solution](#)

2113.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy

[yash_daga's solution](#)

2114.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yash_daga's solution](#)

2115.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[yash_daga's solution](#)**2116.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[yash_daga's solution](#)**2117.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[yash_daga's solution](#)**2118.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[yash_daga's solution](#)**2119.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[yash_daga's solution](#)**2120.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[yash_daga's solution](#)**2121.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[yash_daga's solution](#)**2122.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[yash_daga's solution](#)**2123.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[yash_daga's solution](#)**2124.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[yash_daga's solution](#)

2125.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[yash_daga's solution](#)

2126.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[yash_daga's solution](#)

2127.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[yash_daga's solution](#)

2128.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[yash_daga's solution](#)

2129.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, graphs

[yash_daga's solution](#)

2130.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[yash_daga's solution](#)

2131.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[yash_daga's solution](#)

2132.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[yash_daga's solution](#)

2133.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[yash_daga's solution](#)

2134.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-15 · last AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[yash_daga's solution](#)

2135.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: games, two pointers

[yash_daga's solution](#)

2136.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[yash_daga's solution](#)

2137.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[yash_daga's solution](#)

2138.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yash_daga's solution](#)

2139.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[yash_daga's solution](#)

2140.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[yash_daga's solution](#)

2141.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, probabilities

[yash_daga's solution](#)

2142.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[yash_daga's solution](#)

2143.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[yash_daga's solution](#)

2144.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-08-22 · last AC: 2022-08-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows

[yash_daga's solution](#)

2145.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[yash_daga's solution](#)

2146.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2022-08-18 · last AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[yash_daga's solution](#)

2147.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[yash_daga's solution](#)

2148.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[yash_daga's solution](#)

2149.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[yash_daga's solution](#)

2150.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[yash_daga's solution](#)

2151.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[yash_daga's solution](#)

2152.

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[yash_daga's solution](#)

2153.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2021-05-01 · C++17 (GCC 9-64) (first AC) · Tags: fft

[yash_daga's solution](#)

2154.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2021-03-24 · last AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[yash_daga's solution](#)

2155.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs,

math, shortest paths, trees

[yash_daga's solution](#)

2156.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[yash_daga's solution](#)

2157.

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[yash_daga's solution](#)

2158.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2021-01-20 · last AC: 2021-01-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[yash_daga's solution](#)

2159.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[yash_daga's solution](#)

2160.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[yash_daga's solution](#)

2161.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-09-26 · last AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp

[yash_daga's solution](#)

2162.

1730E

[Maximums and Minimums](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[yash_daga's solution](#)

2163.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[yash_daga's solution](#)

2164.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[yash_daga's solution](#)

2165.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[yash_daga's solution](#)

2166.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[yash_daga's solution](#)

2167.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · last AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[yash_daga's solution](#)

2168.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-03-09 · last AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[yash_daga's solution](#)

2169.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[yash_daga's solution](#)

2170.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[yash_daga's solution](#)

2171.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[yash_daga's solution](#)

2172.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[yash_daga's solution](#)

2173.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · last AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[yash_daga's solution](#)

2174.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[yash_daga's solution](#)

2175.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2021-01-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[yash_daga's solution](#)

2176.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[yash_daga's solution](#)

2177.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[yash_daga's solution](#)

2178.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yash_daga's solution](#)

2179.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[yash_daga's solution](#)

2180.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[yash_daga's solution](#)

2181.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry, math
[yash_daga's solution](#)

2182.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation
[yash_daga's solution](#)

2183.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory
[yash_daga's solution](#)

2184.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[yash_daga's solution](#)

2185.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special
[yash_daga's solution](#)

2186.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, strings
[yash_daga's solution](#)

2187.

103443G

[The Treasure of the Sierra Jade](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2188.

103443J

[Transportation Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2189.

103443D

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

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2190.

103443I

[Seesaw](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2191.

103443B

[Maximum Sub-Reverse Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2192.

103443M

[Escaping the Foggy Forest](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2193.

103443A

[Ice Cream](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2194.

102500J

[Jackdaws And Crows](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2195.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2196.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2197.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2198.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2199.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2200.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2201.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2202.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2203.

102001J

[Future Generation](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2204.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2205.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2206.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2207.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2208.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2209.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2210.

103438I

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2211.

103438C

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2212.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2213.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2214.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2215.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2216.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2217.

103438A

[King of String Comparison](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2218.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2219.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2220.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2221.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2222.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2223.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2224.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2225.

102028A

[Xu Xike in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2226.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2227.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2228.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-08 · C++20 (GCC 11-64) (first AC) · Tags: —
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2229.

102900L

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2230.

102900I

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2231.

102900D

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2232.

102900B

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2233.

102900M

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2234.

102900G

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2235.

103202C

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2236.

103202K

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2237.

103202D

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2238.

103202H

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Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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2239.

103202I

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Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2240.

103202F

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

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2241.

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —
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2242.

101889L

[Linearville](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2243.

101889D

[Daunting device](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2244.

101889K

[Keep it covered](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2245.

101889I

[Imperial roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2246.

101889B

[Buggy ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2247.

101889G

[Gates of uncertainty](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2248.

101889F

[Fundraising](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2249.

101889E

[Enigma](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2250.

101889J

[Jumping frog](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2251.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2252.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2253.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2254.

103102I

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

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2255.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2256.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2257.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2258.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2259.

103640B

[Because, Art!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2260.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2261.

103640L

[Leaving Yharnam](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2262.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2263.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2264.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2265.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2266.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2267.

102835I

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

Rating: — · first AC: 2022-08-30 · last AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2268.

102835C

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · last AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2269.

102835E

[A Color Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2270.

102835F

[Cable Protection](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2271.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2272.

102835B

[Make Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2273.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2274.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2275.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2276.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2277.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2278.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2279.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2280.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[yash_daga's solution](#)

2281.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2282.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2283.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2284.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2285.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2286.

103119L

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

Rating: — · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2287.

1028610

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2288.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2289.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2290.

102861I

[Interactivity](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2291.

102861E

[Party Company](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2292.

102861H

[SBC's Hangar](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2293.

102861A

[Sticker Album](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2294.

102861N

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

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2295.

102861L

[Lavaspar](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2296.

102861F

[Fastminton](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2297.

102861B

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2298.

102861G

[Game Show!](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2299.

103185F

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

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2300.

103185B

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

Rating: — · first AC: 2022-08-12 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2301.

103185A

[Almost Origami](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2302.

103185K

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2303.

103185J

[Job Allocator](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2304.

103185H

[Halting Wolf](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2305.

103185E

[Excellent Views](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2306.

103185C

[Crisis at the Wedding](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2307.

103185L

[Lola's Schedule](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2308.

103185N

[Non-Integer Donuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2309.

103185D

[Dividing Candy](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2310.

103577G

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

Rating: — · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2311.

103577K

[Walking Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2312.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2313.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2314.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2315.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2316.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[yash_daga's solution](#)

2317.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yash_daga's solution](#)

2318.

103577E

[Molecules](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[yash_daga's solution](#)

2319.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[yash_daga's solution](#)

2320.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[yash_daga's solution](#)

2321.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[yash_daga's solution](#)

2322.

1662L

[Il Derby della Madonnina](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[yash_daga's solution](#)

2323.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[yash_daga's solution](#)

2324.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[yash_daga's solution](#)

2325.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yash_daga's solution](#)

2326.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[yash_daga's solution](#)

2327.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yash_daga's solution](#)

2328.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yash_daga's solution](#)

2329.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yash_daga's solution](#)

2330.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[yash_daga's solution](#)

2331.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[yash_daga's solution](#)

2332.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[yash_daga's solution](#)

2333.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[yash_daga's solution](#)

2334.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[yash_daga's solution](#)

2335.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[yash_daga's solution](#)

2336.

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[yash_daga's solution](#)

2337.

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[yash_daga's solution](#)

2338.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[yash_daga's solution](#)

2339.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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2360.

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2361.

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2362.

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2363.

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2369.

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2374.

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2375.

101498D

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2376.

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2378.

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2379.

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2380.

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2381.

102644E

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2382.

102644G

[Recurrence With Square](#) · [Tutorial](#)

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2383.

102644F

[Min Path](#) · [Tutorial](#)

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2384.

102644C

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-07-17 · last AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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2385.

102644D

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Rating: — · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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2386.

102644B

[String Mood](#) · [Tutorial](#)

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2387.

102644A

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2388.

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2389.

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2391.

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2392.

102625A

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2393.

102625D

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2394.

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2395.

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2396.

1331D

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2397.

1331A

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2398.

100247C

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