

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

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# Unique solved — ymmparsa

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

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

Filters: none

Count: 1,725

1.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings  
[ymmparsa's solution](#)

2.

2157A

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

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings  
[ymmparsa's solution](#)

3.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[ymmparsa's solution](#)

4.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[ymmparsa's solution](#)

5.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
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6.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,874 global accepts · Rating: 800 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
[ymmparsa's solution](#)

7.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math  
[ymmparsa's solution](#)

8.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[ymmparsa's solution](#)

9.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[ymmparsa's solution](#)

**10.**

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[ymmparsa's solution](#)

**11.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

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**12.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,217 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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**13.**

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,220 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[ymmparsa's solution](#)

**14.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[ymmparsa's solution](#)

**15.**

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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**16.**

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,320 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

[ymmparsa's solution](#)

**17.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ymmparsa's solution](#)

**18.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ymmparsa's solution](#)

**19.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

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**20.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,046 global accepts · Rating: 800 · first AC: 2019-11-08 · last AC: 2025-02-04 · MS C++ 2017 (first AC) · Tags: brute force, math  
[ymmparsa's solution](#)

**21.**

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[ymmparsa's solution](#)

**22.**

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[ymmparsa's solution](#)

**23.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[ymmparsa's solution](#)

**24.**

2027A

[Rectangle Arrangement](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation, math  
[ymmparsa's solution](#)

**25.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[ymmparsa's solution](#)

**26.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[ymmparsa's solution](#)

**27.**

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[ymmparsa's solution](#)

**28.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[ymmparsa's solution](#)

**29.**

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**30.**

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[ymmparsa's solution](#)

**31.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[ymmparsa's solution](#)

**32.**

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-22 · Rust 2021 (first AC) · Tags: brute force, greedy, math  
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**33.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**34.**

1864A

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Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
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**35.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games  
[ymmparsa's solution](#)

**36.**

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math  
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**37.**

1841A

[Game with Board](#) · [Tutorial](#)

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**38.**

1810B

[Candies](#) · [Tutorial](#)

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[ymmparsa's solution](#)

**39.**

1810A

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

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**40.**

1799A

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implementation, math

[ymmparsa's solution](#)

**41.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ymmparsa's solution](#)

**42.**

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ymmparsa's solution](#)

**43.**

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ymmparsa's solution](#)

**44.**

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · Rust 2021 (first AC) · Tags: constructive algorithms, strings

[ymmparsa's solution](#)

**45.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-20 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms

[ymmparsa's solution](#)

**46.**

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: math

[ymmparsa's solution](#)

**47.**

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: implementation, strings

[ymmparsa's solution](#)

**48.**

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ymmparsa's solution](#)

**49.**

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[ymmparsa's solution](#)

**50.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy

[ymmparsa's solution](#)

**51.**

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings  
[ymmparsa's solution](#)

**52.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[ymmparsa's solution](#)

**53.**

1744B

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

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**54.**

1744A

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

Quality: 28,779 global accepts · Rating: 800 · first AC: 2022-10-16 · Rust 2021 (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

**55.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[ymmparsa's solution](#)

**56.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ymmparsa's solution](#)

**57.**

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · Rust 2021 (first AC) · Tags: data structures, greedy, sortings

[ymmparsa's solution](#)

**58.**

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-06 · Rust 2021 (first AC) · Tags: geometry, greedy, implementation

[ymmparsa's solution](#)

**59.**

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**60.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[ymmparsa's solution](#)

**61.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2022-03-27 · Rust 2021 (first AC) · Tags: combinatorics, math, number theory

[ymmparsa's solution](#)

- 62.**  
1658A  
[Marin and Photoshoot](#) · [Tutorial](#)  
Quality: 20,908 global accepts · Rating: 800 · first AC: 2022-03-27 · Rust 2021 (first AC) · Tags: constructive algorithms, implementation, math  
[ymmparsa's solution](#)
- 63.**  
1615A  
[Closing The Gap](#) · [Tutorial](#)  
Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[ymmparsa's solution](#)
- 64.**  
1608A  
[Find Array](#) · [Tutorial](#)  
Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[ymmparsa's solution](#)
- 65.**  
1569A  
[Balanced Substring](#) · [Tutorial](#)  
Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[ymmparsa's solution](#)
- 66.**  
1539B  
[Love Song](#) · [Tutorial](#)  
Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings  
[ymmparsa's solution](#)
- 67.**  
1504A  
[Déjà Vu](#) · [Tutorial](#)  
Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-26 · last AC: 2021-04-26 · PyPy 3 (first AC) · Tags: constructive algorithms, strings  
[ymmparsa's solution](#)
- 68.**  
1491A  
[K-th Largest Value](#) · [Tutorial](#)  
Quality: 19,032 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation  
[ymmparsa's solution](#)
- 69.**  
1473A  
[Replacing Elements](#) · [Tutorial](#)  
Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings  
[ymmparsa's solution](#)
- 70.**  
1466A  
[Bovine Dilemma](#) · [Tutorial](#)  
Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · last AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math  
[ymmparsa's solution](#)
- 71.**  
1466B  
[Last minute enhancements](#) · [Tutorial](#)  
Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
[ymmparsa's solution](#)
- 72.**  
1450A  
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Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

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**73.**

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

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**74.**

1454B

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Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ymmparsa's solution](#)

**75.**

1454A

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

Quality: 44,065 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, probabilities

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**76.**

1421A

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Quality: 35,483 global accepts · Rating: 800 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[ymmparsa's solution](#)

**77.**

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: math

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**78.**

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,280 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

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**79.**

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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**80.**

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

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**81.**

1385B

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Quality: 39,593 global accepts · Rating: 800 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ymmparsa's solution](#)

**82.**

1385A

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Quality: 43,350 global accepts · Rating: 800 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: math

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**83.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,814 global accepts · Rating: 800 · first AC: 2020-08-18 · PyPy 3 (first AC) · Tags: greedy

[ymmparsa's solution](#)

**84.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,615 global accepts · Rating: 800 · first AC: 2020-08-18 · PyPy 3 (first AC) · Tags: greedy, sortings

[ymmparsa's solution](#)

**85.**

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,885 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ymmparsa's solution](#)

**86.**

1369A

[FashionableLee](#) · [Tutorial](#)

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

[ymmparsa's solution](#)

**87.**

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,956 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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**88.**

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,714 global accepts · Rating: 800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[ymmparsa's solution](#)

**89.**

1352A

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

Quality: 104,153 global accepts · Rating: 800 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ymmparsa's solution](#)

**90.**

1351A

[A+B \(Trial Problem\)](#) · [Tutorial](#)

Quality: 26,941 global accepts · Rating: 800 · first AC: 2020-05-09 · last AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ymmparsa's solution](#)

**91.**

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

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**92.**

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math

[ymmparsa's solution](#)

**93.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: implementation, strings

[ymmparsa's solution](#)

**94.**

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: math

[ymmparsa's solution](#)

**95.**

1325B

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Quality: 38,827 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**96.**

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,212 global accepts · Rating: 800 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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**97.**

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory

[ymmparsa's solution](#)

**98.**

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ymmparsa's solution](#)

**99.**

1305A

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

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

[ymmparsa's solution](#)

**100.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ymmparsa's solution](#)

**101.**

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

**102.**

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2020-02-14 · MS C++ 2017 (first AC) · Tags: brute force

[ymmparsa's solution](#)

**103.**

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · MS C++ 2017 (first AC) · Tags: implementation, strings

[ymmparsa's solution](#)

**104.**

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-10 · MS C++ 2017 (first AC) · Tags: implementation, math

[ymmparsa's solution](#)

**105.**

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,443 global accepts · Rating: 800 · first AC: 2020-01-23 · MS C++ 2017 (first AC) · Tags: math  
[ymmparsa's solution](#)

**106.**

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-10 · MS C++ 2017 (first AC) · Tags: math  
[ymmparsa's solution](#)

**107.**

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2020-01-07 · Python 3 (first AC) · Tags: implementation, strings  
[ymmparsa's solution](#)

**108.**

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2020-01-07 · Python 3 (first AC) · Tags: games, math  
[ymmparsa's solution](#)

**109.**

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,311 global accepts · Rating: 800 · first AC: 2020-01-06 · Python 3 (first AC) · Tags: implementation  
[ymmparsa's solution](#)

**110.**

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,471 global accepts · Rating: 800 · first AC: 2020-01-05 · MS C++ 2017 (first AC) · Tags: greedy, implementation  
[ymmparsa's solution](#)

**111.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · MS C++ 2017 (first AC) · Tags: implementation, strings  
[ymmparsa's solution](#)

**112.**

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 800 · first AC: 2019-12-29 · MS C++ 2017 (first AC) · Tags: strings  
[ymmparsa's solution](#)

**113.**

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-12-29 · MS C++ 2017 (first AC) · Tags: brute force, implementation  
[ymmparsa's solution](#)

**114.**

1283A

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

Quality: 61,306 global accepts · Rating: 800 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: math  
[ymmparsa's solution](#)

**115.**

1255A

[Changing Volume](#) · [Tutorial](#)

Quality: 17,987 global accepts · Rating: 800 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: math  
[ymmparsa's solution](#)

**116.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2019-12-25 · Python 3 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**117.**

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2019-12-25 · Python 3 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**118.**

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2019-12-24 · Python 3 (first AC) · Tags: sortings

[ymmparsa's solution](#)

**119.**

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-12-24 · MS C++ 2017 (first AC) · Tags: math

[ymmparsa's solution](#)

**120.**

1269A

[Equation](#) · [Tutorial](#)

Quality: 24,103 global accepts · Rating: 800 · first AC: 2019-12-21 · last AC: 2019-12-23 · MS C++ 2017 (first AC) · Tags: brute force, math

[ymmparsa's solution](#)

**121.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2019-12-23 · MS C++ 2017 (first AC) · Tags: math, probabilities

[ymmparsa's solution](#)

**122.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2019-12-22 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**123.**

1030A

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

Quality: 171,502 global accepts · Rating: 800 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**124.**

977A

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

Quality: 217,542 global accepts · Rating: 800 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**125.**

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**126.**

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2019-12-16 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**127.**

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[ymmparsa's solution](#)

**128.**

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2019-12-15 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**129.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-30 · MS C++ 2017 (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**130.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,392 global accepts · Rating: 800 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**131.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,805 global accepts · Rating: 800 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**132.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,374 global accepts · Rating: 800 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: brute force, greedy

[ymmparsa's solution](#)

**133.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,554 global accepts · Rating: 800 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: \*special, implementation

[ymmparsa's solution](#)

**134.**

71A

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

Quality: 503,391 global accepts · Rating: 800 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: strings

[ymmparsa's solution](#)

**135.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[ymmparsa's solution](#)

**136.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[ymmparsa's solution](#)

**137.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,370 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ymmparsa's solution](#)

**138.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

implementation

[ymmparsa's solution](#)

**139.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[ymmparsa's solution](#)

**140.**

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**141.**

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ymmparsa's solution](#)

**142.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

**143.**

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[ymmparsa's solution](#)

**144.**

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ymmparsa's solution](#)

**145.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · Rust 2021 (first AC) · Tags: constructive algorithms

[ymmparsa's solution](#)

**146.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · Rust 2021 (first AC) · Tags: constructive algorithms

[ymmparsa's solution](#)

**147.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · last AC: 2021-12-01 · PyPy 3-64 (first AC) · Tags: implementation, math

[ymmparsa's solution](#)

**148.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[ymmparsa's solution](#)

**149.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[ymmparsa's solution](#)

**150.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, interactive

[ymmparsa's solution](#)

**151.**

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,850 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[ymmparsa's solution](#)

**152.**

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,267 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[ymmparsa's solution](#)

**153.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,319 global accepts · Rating: 900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ymmparsa's solution](#)

**154.**

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[ymmparsa's solution](#)

**155.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[ymmparsa's solution](#)

**156.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ymmparsa's solution](#)

**157.**

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: games

[ymmparsa's solution](#)

**158.**

1351B

[Square?](#) · [Tutorial](#)

Quality: 18,539 global accepts · Rating: 900 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[ymmparsa's solution](#)

**159.**

588A

[Duff and Meat](#) · [Tutorial](#)

Quality: 24,260 global accepts · Rating: 900 · first AC: 2020-04-15 · last AC: 2020-04-15 · PyPy 3 (first AC) · Tags: greedy

[ymmparsa's solution](#)

**160.**

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math  
[ymmparsa's solution](#)

**161.**

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[ymmparsa's solution](#)

**162.**

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  
[ymmparsa's solution](#)

**163.**

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[ymmparsa's solution](#)

**164.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2020-02-10 · MS C++ 2017 (first AC) · Tags: math  
[ymmparsa's solution](#)

**165.**

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2020-02-05 · MS C++ 2017 (first AC) · Tags: math  
[ymmparsa's solution](#)

**166.**

1291A

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

Quality: 20,685 global accepts · Rating: 900 · first AC: 2020-02-02 · MS C++ 2017 (first AC) · Tags: greedy, math, strings  
[ymmparsa's solution](#)

**167.**

903A

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

Quality: 15,518 global accepts · Rating: 900 · first AC: 2020-01-30 · MS C++ 2017 (first AC) · Tags: greedy, implementation  
[ymmparsa's solution](#)

**168.**

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · MS C++ 2017 (first AC) · Tags: greedy  
[ymmparsa's solution](#)

**169.**

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-12-29 · MS C++ 2017 (first AC) · Tags: greedy, math, sortings  
[ymmparsa's solution](#)

**170.**

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 900 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: math  
[ymmparsa's solution](#)

**171.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · MS C++ 2017 (first AC) · Tags: math  
[ymmparsa's solution](#)

**172.**

1282A

[Temporarily unavailable](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 900 · first AC: 2019-12-24 · MS C++ 2017 (first AC) · Tags: implementation, math  
[ymmparsa's solution](#)

**173.**

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,076 global accepts · Rating: 900 · first AC: 2019-12-12 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math, sortings  
[ymmparsa's solution](#)

**174.**

313A

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

Quality: 65,055 global accepts · Rating: 900 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: implementation, number theory  
[ymmparsa's solution](#)

**175.**

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms  
[ymmparsa's solution](#)

**176.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry  
[ymmparsa's solution](#)

**177.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy  
[ymmparsa's solution](#)

**178.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[ymmparsa's solution](#)

**179.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math  
[ymmparsa's solution](#)

**180.**

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers  
[ymmparsa's solution](#)

**181.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games  
[ymmparsa's solution](#)

**182.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[ymmparsa's solution](#)

**183.**

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[ymmparsa's solution](#)

**184.**

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[ymmparsa's solution](#)

**185.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[ymmparsa's solution](#)

**186.**

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, implementation  
[ymmparsa's solution](#)

**187.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,112 global accepts · Rating: 1000 · first AC: 2022-10-16 · Rust 2021 (first AC) · Tags: binary search, implementation, two pointers  
[ymmparsa's solution](#)

**188.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · Rust 2021 (first AC) · Tags: constructive algorithms, sortings  
[ymmparsa's solution](#)

**189.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[ymmparsa's solution](#)

**190.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory, strings  
[ymmparsa's solution](#)

**191.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy  
[ymmparsa's solution](#)

**192.**

1430C

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

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[ymmparsa's solution](#)

**193.**

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ymmparsa's solution](#)

**194.**

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ymmparsa's solution](#)

**195.**

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[ymmparsa's solution](#)

**196.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2020-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[ymmparsa's solution](#)

**197.**

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ymmparsa's solution](#)

**198.**

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[ymmparsa's solution](#)

**199.**

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,414 global accepts · Rating: 1000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ymmparsa's solution](#)

**200.**

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-10 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings

[ymmparsa's solution](#)

**201.**

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,297 global accepts · Rating: 1000 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: combinatorics, greedy, math

[ymmparsa's solution](#)

**202.**

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**203.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2020-01-14 · MS C++ 2017 (first AC) · Tags: —

[ymmparsa's solution](#)

**204.**

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2020-01-04 · MS C++ 2017 (first AC) · Tags: brute force, implementation

[ymmparsa's solution](#)

**205.**

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,106 global accepts · Rating: 1000 · first AC: 2019-12-29 · MS C++ 2017 (first AC) · Tags: geometry, math

[ymmparsa's solution](#)

**206.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-12-29 · MS C++ 2017 (first AC) · Tags: dsu, math

[ymmparsa's solution](#)

**207.**

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: math

[ymmparsa's solution](#)

**208.**

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2019-12-25 · Python 3 (first AC) · Tags: sortings

[ymmparsa's solution](#)

**209.**

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-28 · last AC: 2019-12-23 · MS C++ 2017 (first AC) · Tags: math

[ymmparsa's solution](#)

**210.**

1277A

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

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-22 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**211.**

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: binary search, brute force, math

[ymmparsa's solution](#)

**212.**

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**213.**

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-19 · MS C++ 2017 (first AC) · Tags: brute force, implementation, strings

[ymmparsa's solution](#)

**214.**

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-12-19 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**215.**

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**216.**

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: chinese remainder theorem, math

[ymmparsa's solution](#)

**217.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2019-12-16 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy

[ymmparsa's solution](#)

**218.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-30 · MS C++ 2017 (first AC) · Tags: math

[ymmparsa's solution](#)

**219.**

118A

[String Task](#) · [Tutorial](#)

Quality: 231,477 global accepts · Rating: 1000 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: implementation, strings

[ymmparsa's solution](#)

**220.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,306 global accepts · Rating: 1000 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: math

[ymmparsa's solution](#)

**221.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ymmparsa's solution](#)

**222.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,754 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[ymmparsa's solution](#)

**223.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,234 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**224.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[ymmparsa's solution](#)

## 225.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[ymmparsa's solution](#)

## 226.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ymmparsa's solution](#)

## 227.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[ymmparsa's solution](#)

## 228.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[ymmparsa's solution](#)

## 229.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[ymmparsa's solution](#)

## 230.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ymmparsa's solution](#)

## 231.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ymmparsa's solution](#)

## 232.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

## 233.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-22 · Rust 2021 (first AC) · Tags: games, greedy, math, sortings

[ymmparsa's solution](#)

## 234.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings

[ymmparsa's solution](#)

**235.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[ymmparsa's solution](#)

**236.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[ymmparsa's solution](#)

**237.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: greedy, math, shortest paths

[ymmparsa's solution](#)

**238.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,037 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ymmparsa's solution](#)

**239.**

754B

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

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[ymmparsa's solution](#)

**240.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ymmparsa's solution](#)

**241.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[ymmparsa's solution](#)

**242.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[ymmparsa's solution](#)

**243.**

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[ymmparsa's solution](#)

**244.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math

[ymmparsa's solution](#)

**245.**

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**246.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[ymmparsa's solution](#)

**247.**

1426C

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

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[ymmparsa's solution](#)

**248.**

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**249.**

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[ymmparsa's solution](#)

**250.**

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[ymmparsa's solution](#)

**251.**

1115G1

[AND oracle](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 1100 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**252.**

1001A

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

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**253.**

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ymmparsa's solution](#)

**254.**

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[ymmparsa's solution](#)

**255.**

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,740 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[ymmparsa's solution](#)

**256.**

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1100 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: binary search, brute force, implementation

[ymmparsa's solution](#)

**257.**

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[ymmparsa's solution](#)

**258.**

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · MS C++ 2017 (first AC) · Tags: math

[ymmparsa's solution](#)

**259.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · MS C++ 2017 (first AC) · Tags: binary search, brute force, math, ternary search

[ymmparsa's solution](#)

**260.**

841B

[Godsend](#) · [Tutorial](#)

Quality: 13,189 global accepts · Rating: 1100 · first AC: 2020-01-06 · MS C++ 2017 (first AC) · Tags: games, math

[ymmparsa's solution](#)

**261.**

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[ymmparsa's solution](#)

**262.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2019-12-25 · Python 3 (first AC) · Tags: \*special, greedy, implementation

[ymmparsa's solution](#)

**263.**

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2019-12-23 · MS C++ 2017 (first AC) · Tags: implementation

[ymmparsa's solution](#)

**264.**

1255B

[Fridge Lockers](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-12-23 · MS C++ 2017 (first AC) · Tags: graphs, implementation

[ymmparsa's solution](#)

**265.**

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · MS C++ 2017 (first AC) · Tags: math

[ymmparsa's solution](#)

**266.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation  
[ymmparsa's solution](#)

**267.**

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,609 global accepts · Rating: 1200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[ymmparsa's solution](#)

**268.**

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[ymmparsa's solution](#)

**269.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ymmparsa's solution](#)

**270.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,597 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**271.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[ymmparsa's solution](#)

**272.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ymmparsa's solution](#)

**273.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**274.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ymmparsa's solution](#)

**275.**

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[ymmparsa's solution](#)

**276.**

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[ymmparsa's solution](#)

**277.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math  
[ymmparsa's solution](#)

**278.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[ymmparsa's solution](#)

**279.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ymmparsa's solution](#)

**280.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[ymmparsa's solution](#)

**281.**

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[ymmparsa's solution](#)

**282.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · Rust 2021 (first AC) · Tags: games  
[ymmparsa's solution](#)

**283.**

1744D

[Divisibility by  \$2^n\$](#)  · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · Rust 2021 (first AC) · Tags: greedy, math, sortings  
[ymmparsa's solution](#)

**284.**

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · Rust 2021 (first AC) · Tags: data structures, greedy, math, sortings  
[ymmparsa's solution](#)

**285.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-09-09 · Rust 2021 (first AC) · Tags: greedy, implementation, sortings  
[ymmparsa's solution](#)

**286.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · Rust 2021 (first AC) · Tags: constructive algorithms, dp, math  
[ymmparsa's solution](#)

**287.**

754A

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

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[ymmparsa's solution](#)

**288.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, sortings

[ymmparsa's solution](#)

**289.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[ymmparsa's solution](#)

**290.**

1399C

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

Quality: 32,657 global accepts · Rating: 1200 · first AC: 2020-08-18 · last AC: 2021-03-20 · PyPy 3 (first AC) · Tags: brute force, greedy, two pointers

[ymmparsa's solution](#)

**291.**

1497C1

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

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**292.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[ymmparsa's solution](#)

**293.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[ymmparsa's solution](#)

**294.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**295.**

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

**296.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[ymmparsa's solution](#)

**297.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ymmparsa's solution](#)

**298.**

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[ymmparsa's solution](#)

**299.**

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[ymmparsa's solution](#)

**300.**

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[ymmparsa's solution](#)

**301.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math  
[ymmparsa's solution](#)

**302.**

1002D1

[Oracle for  \$f\(x\) = b \* x \bmod 2\$](#)  · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**303.**

1001H

[Oracle for  \$f\(x\) = \text{parity of the number of 1s in } x\$](#)  · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**304.**

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math  
[ymmparsa's solution](#)

**305.**

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[ymmparsa's solution](#)

**306.**

1343C

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

Quality: 44,083 global accepts · Rating: 1200 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers  
[ymmparsa's solution](#)

**307.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
[ymmparsa's solution](#)

**308.**

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[ymmparsa's solution](#)

**309.**

842A

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

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2020-03-31 · last AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers

[ymmparsa's solution](#)

### 310.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

### 311.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[ymmparsa's solution](#)

### 312.

1305B

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

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

[ymmparsa's solution](#)

### 313.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ymmparsa's solution](#)

### 314.

1294B

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

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-23 · MS C++ 2017 (first AC) · Tags: implementation, sortings

[ymmparsa's solution](#)

### 315.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: data structures, greedy

[ymmparsa's solution](#)

### 316.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2020-01-06 · Python 3 (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

### 317.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-01-04 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math

[ymmparsa's solution](#)

### 318.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: brute force, implementation, math

[ymmparsa's solution](#)

### 319.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2019-12-23 · PyPy 3 (first AC) · Tags: brute force, greedy, implementation

[ymmparsa's solution](#)

**320.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: greedy, number theory  
[ymmparsa's solution](#)

**321.**

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: brute force, math  
[ymmparsa's solution](#)

**322.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-12-13 · MS C++ 2017 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers  
[ymmparsa's solution](#)

**323.**

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-13 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, implementation  
[ymmparsa's solution](#)

**324.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2019-12-12 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, implementation  
[ymmparsa's solution](#)

**325.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings  
[ymmparsa's solution](#)

**326.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy  
[ymmparsa's solution](#)

**327.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[ymmparsa's solution](#)

**328.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation  
[ymmparsa's solution](#)

**329.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[ymmparsa's solution](#)

**330.**

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[ymmparsa's solution](#)

**331.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,310 global accepts · Rating: 1300 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[ymmparsa's solution](#)

**332.**

2124C

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

Quality: 14,614 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ymmparsa's solution](#)

**333.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**334.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[ymmparsa's solution](#)

**335.**

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ymmparsa's solution](#)

**336.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ymmparsa's solution](#)

**337.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[ymmparsa's solution](#)

**338.**

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[ymmparsa's solution](#)

**339.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ymmparsa's solution](#)

**340.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[ymmparsa's solution](#)

**341.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**342.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ymmparsa's solution](#)

**343.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[ymmparsa's solution](#)

**344.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[ymmparsa's solution](#)

**345.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ymmparsa's solution](#)

**346.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ymmparsa's solution](#)

**347.**

1615B

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

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

[ymmparsa's solution](#)

**348.**

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ymmparsa's solution](#)

**349.**

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**350.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[ymmparsa's solution](#)

**351.**

1381A1

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

Quality: 21,725 global accepts · Rating: 1300 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, strings

[ymmparsa's solution](#)

**352.**

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[ymmparsa's solution](#)

**353.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[ymmparsa's solution](#)

**354.**

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ymmparsa's solution](#)

**355.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[ymmparsa's solution](#)

**356.**

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[ymmparsa's solution](#)

**357.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2020-01-17 · last AC: 2020-07-04 · MS C++ 2017 (first AC) · Tags: data structures, sortings, two pointers

[ymmparsa's solution](#)

**358.**

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[ymmparsa's solution](#)

**359.**

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ymmparsa's solution](#)

**360.**

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[ymmparsa's solution](#)

**361.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**362.**

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**363.**

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**364.**

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**365.**

1352D

[Alice, Bob and Candies](#) · [Tutorial](#)

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ymmparsa's solution](#)

**366.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[ymmparsa's solution](#)

**367.**

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[ymmparsa's solution](#)

**368.**

4C

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

Quality: 108,196 global accepts · Rating: 1300 · first AC: 2019-12-22 · last AC: 2020-03-19 · MS C++ 2017 (first AC) · Tags: data structures, hashing, implementation

[ymmparsa's solution](#)

**369.**

1323C

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

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ymmparsa's solution](#)

**370.**

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[ymmparsa's solution](#)

**371.**

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,360 global accepts · Rating: 1300 · first AC: 2020-02-02 · MS C++ 2017 (first AC) · Tags: greedy, implementation  
[ymmparsa's solution](#)

**372.**

1294C

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

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2020-01-23 · MS C++ 2017 (first AC) · Tags: greedy, math, number theory  
[ymmparsa's solution](#)

**373.**

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: data structures, implementation  
[ymmparsa's solution](#)

**374.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-10 · MS C++ 2017 (first AC) · Tags: dp, greedy, implementation  
[ymmparsa's solution](#)

**375.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2020-01-08 · MS C++ 2017 (first AC) · Tags: combinatorics, greedy, math  
[ymmparsa's solution](#)

**376.**

1249C1

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

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-12-29 · MS C++ 2017 (first AC) · Tags: brute force, greedy, implementation  
[ymmparsa's solution](#)

**377.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-12-29 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, math  
[ymmparsa's solution](#)

**378.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2019-12-27 · MS C++ 2017 (first AC) · Tags: binary search, brute force, implementation  
[ymmparsa's solution](#)

**379.**

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: data structures, implementation, math, two pointers  
[ymmparsa's solution](#)

**380.**

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · MS C++ 2017 (first AC) · Tags: greedy, math  
[ymmparsa's solution](#)

**381.**

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · MS C++ 2017 (first AC) · Tags: brute force, geometry, greedy, implementation

[ymmparsa's solution](#)

**382.**

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-28 · MS C++ 2017 (first AC) · Tags: binary search, math

[ymmparsa's solution](#)

**383.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: binary search, implementation, math, number theory

[ymmparsa's solution](#)

**384.**

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,686 global accepts · Rating: 1400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[ymmparsa's solution](#)

**385.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ymmparsa's solution](#)

**386.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[ymmparsa's solution](#)

**387.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[ymmparsa's solution](#)

**388.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[ymmparsa's solution](#)

**389.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[ymmparsa's solution](#)

**390.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ymmparsa's solution](#)

**391.**

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[ymmparsa's solution](#)

**392.**

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ymmparsa's solution](#)

**393.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ymmparsa's solution](#)

**394.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[ymmparsa's solution](#)

**395.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**396.**

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[ymmparsa's solution](#)

**397.**

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ymmparsa's solution](#)

**398.**

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[ymmparsa's solution](#)

**399.**

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ymmparsa's solution](#)

**400.**

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**401.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ymmparsa's solution](#)

**402.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

**403.**

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

[ymmparsa's solution](#)

**404.**

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[ymmparsa's solution](#)

**405.**

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · Rust 2021 (first AC) · Tags: greedy, number theory

[ymmparsa's solution](#)

**406.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ymmparsa's solution](#)

**407.**

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: brute force, number theory

[ymmparsa's solution](#)

**408.**

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

[ymmparsa's solution](#)

**409.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[ymmparsa's solution](#)

**410.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ymmparsa's solution](#)

**411.**

1606C

[Banknotes](#) · [Tutorial](#)

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

**412.**

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[ymmparsa's solution](#)

**413.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation  
[ymmparsa's solution](#)

**414.**

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[ymmparsa's solution](#)

**415.**

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math  
[ymmparsa's solution](#)

**416.**

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[ymmparsa's solution](#)

**417.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees  
[ymmparsa's solution](#)

**418.**

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math  
[ymmparsa's solution](#)

**419.**

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers  
[ymmparsa's solution](#)

**420.**

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  
[ymmparsa's solution](#)

**421.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[ymmparsa's solution](#)

**422.**

1408B

[Arrays Sum](#) · [Tutorial](#)

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

**423.**

1156A

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

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry  
[ymmparsa's solution](#)

**424.**

1375C

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

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ymmparsa's solution](#)

**425.**

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings, two pointers  
[ymmparsa's solution](#)

**426.**

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, ternary search  
[ymmparsa's solution](#)

**427.**

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[ymmparsa's solution](#)

**428.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings  
[ymmparsa's solution](#)

**429.**

1001G

[Oracle for  \$f\(x\) = k\$ -th element of  \$x\$](#)  · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**430.**

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**431.**

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**432.**

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**433.**

977D

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

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, sortings

[ymmparsa's solution](#)

**434.**

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[ymmparsa's solution](#)

**435.**

1348B

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

Quality: 27,495 global accepts · Rating: 1400 · first AC: 2020-05-03 · last AC: 2020-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ymmparsa's solution](#)

**436.**

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[ymmparsa's solution](#)

**437.**

1332B

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

Quality: 18,956 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[ymmparsa's solution](#)

**438.**

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[ymmparsa's solution](#)

**439.**

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[ymmparsa's solution](#)

**440.**

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[ymmparsa's solution](#)

**441.**

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[ymmparsa's solution](#)

**442.**

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · MS C++ 2017 (first AC) · Tags: math

[ymmparsa's solution](#)

**443.**

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 1400 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**444.**

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: data structures, dp, implementation, math

[ymmparsa's solution](#)

**445.**

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-01-10 · MS C++ 2017 (first AC) · Tags: brute force, math, number theory

[ymmparsa's solution](#)

**446.**

289B

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

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2020-01-08 · MS C++ 2017 (first AC) · Tags: brute force, dp, implementation, sortings, ternary search

[ymmparsa's solution](#)

**447.**

1215B

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

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2020-01-07 · Python 3 (first AC) · Tags: combinatorics, dp, implementation

[ymmparsa's solution](#)

**448.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-06 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, math

[ymmparsa's solution](#)

**449.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · MS C++ 2017 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[ymmparsa's solution](#)

**450.**

1167C

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

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, graphs

[ymmparsa's solution](#)

**451.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[ymmparsa's solution](#)

**452.**

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2019-12-25 · MS C++ 2017 (first AC) · Tags: constructive algorithms, interactive, math

[ymmparsa's solution](#)

**453.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2019-12-25 · MS C++ 2017 (first AC) · Tags: constructive algorithms, interactive, math  
[ymmparsa's solution](#)

**454.**

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2019-12-25 · MS C++ 2017 (first AC) · Tags: brute force, divide and conquer, interactive, math

[ymmparsa's solution](#)

**455.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-24 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings

[ymmparsa's solution](#)

**456.**

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-12-22 · MS C++ 2017 (first AC) · Tags: greedy

[ymmparsa's solution](#)

**457.**

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: dp

[ymmparsa's solution](#)

**458.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[ymmparsa's solution](#)

**459.**

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-16 · MS C++ 2017 (first AC) · Tags: dp, greedy

[ymmparsa's solution](#)

**460.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · MS C++ 2017 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[ymmparsa's solution](#)

**461.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

**462.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ymmparsa's solution](#)

**463.**

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ymmparsa's solution](#)

**464.**

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[ymmparsa's solution](#)

**465.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[ymmparsa's solution](#)

**466.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[ymmparsa's solution](#)

**467.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ymmparsa's solution](#)

**468.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: brute force, dp, sortings

[ymmparsa's solution](#)

**469.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

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

[ymmparsa's solution](#)

**470.**

1744E1

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

Quality: 12,653 global accepts · Rating: 1500 · first AC: 2022-10-16 · Rust 2021 (first AC) · Tags: brute force, math, number theory

[ymmparsa's solution](#)

**471.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ymmparsa's solution](#)

**472.**

853A

[Planning](#) · [Tutorial](#)

Quality: 6,191 global accepts · Rating: 1500 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[ymmparsa's solution](#)

**473.**

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[ymmparsa's solution](#)

**474.**

528A

[Glass Carving](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[ymmparsa's solution](#)

**475.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**476.**

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[ymmparsa's solution](#)

**477.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[ymmparsa's solution](#)

**478.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[ymmparsa's solution](#)

**479.**

1179A

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

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[ymmparsa's solution](#)

**480.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

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

[ymmparsa's solution](#)

**481.**

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[ymmparsa's solution](#)

**482.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[ymmparsa's solution](#)

**483.**

1404A

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

Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[ymmparsa's solution](#)

**484.**

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[ymmparsa's solution](#)

**485.**

1399D

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

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-18 · PyPy 3 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ymmparsa's solution](#)

**486.**

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

[ymmparsa's solution](#)

**487.**

1158A

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

Quality: 8,340 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[ymmparsa's solution](#)

**488.**

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**489.**

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2020-06-02 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**490.**

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2020-06-02 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**491.**

1115U1

[Anti-diagonal unitary](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 1500 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**492.**

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,349 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**493.**

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[ymmparsa's solution](#)

**494.**

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2020-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ymmparsa's solution](#)

**495.**

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,486 global accepts · Rating: 1500 · first AC: 2020-03-25 · PyPy 3 (first AC) · Tags: dp, implementation

[ymmparsa's solution](#)

**496.**

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[ymmparsa's solution](#)

**497.**

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ymmparsa's solution](#)

**498.**

1323B

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

Quality: 11,770 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[ymmparsa's solution](#)

**499.**

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[ymmparsa's solution](#)

**500.**

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · MS C++ 2017 (first AC) · Tags: brute force, dp, math, strings

[ymmparsa's solution](#)

**501.**

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[ymmparsa's solution](#)

**502.**

1300C

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

Rating: 1500 · first AC: 2020-02-10 · MS C++ 2017 (first AC) · Tags: greedy, math

[ymmparsa's solution](#)

**503.**

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-10 · last AC: 2020-02-10 · MS C++ 2017 (first AC) · Tags: brute force, greedy, math

[ymmparsa's solution](#)

**504.**

1218F

[Workout plan](#) · [Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: data structures, greedy

[ymmparsa's solution](#)

**505.**

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-05 · MS C++ 2017 (first AC) · Tags: brute force, data structures, implementation  
[ymmparsa's solution](#)

**506.**

1249C2

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

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-12-29 · MS C++ 2017 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle  
[ymmparsa's solution](#)

**507.**

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: dp, greedy, math, sortings  
[ymmparsa's solution](#)

**508.**

490B

[Queue](#) · [Tutorial](#)

Quality: 6,424 global accepts · Rating: 1500 · first AC: 2019-12-28 · MS C++ 2017 (first AC) · Tags: dsu, implementation  
[ymmparsa's solution](#)

**509.**

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-12-24 · last AC: 2019-12-24 · MS C++ 2017 (first AC) · Tags: math  
[ymmparsa's solution](#)

**510.**

1195D1

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

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: combinatorics, math, number theory  
[ymmparsa's solution](#)

**511.**

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: brute force, sortings  
[ymmparsa's solution](#)

**512.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-19 · MS C++ 2017 (first AC) · Tags: greedy, math  
[ymmparsa's solution](#)

**513.**

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: dfs and similar, dsu, graphs  
[ymmparsa's solution](#)

**514.**

1264A

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

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-06 · MS C++ 2017 (first AC) · Tags: greedy, implementation  
[ymmparsa's solution](#)

**515.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,998 global accepts · Rating: 1500 · first AC: 2019-11-27 · MS C++ 2017 (first AC) · Tags: dp  
[ymmparsa's solution](#)

**516.**

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games  
[ymmparsa's solution](#)

**517.**

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers  
[ymmparsa's solution](#)

**518.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[ymmparsa's solution](#)

**519.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math  
[ymmparsa's solution](#)

**520.**

2125D

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

Quality: 9,277 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities  
[ymmparsa's solution](#)

**521.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,844 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math  
[ymmparsa's solution](#)

**522.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[ymmparsa's solution](#)

**523.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees  
[ymmparsa's solution](#)

**524.**

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[ymmparsa's solution](#)

**525.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[ymmparsa's solution](#)

**526.**

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[ymmparsa's solution](#)

**527.**

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[ymmparsa's solution](#)

**528.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[ymmparsa's solution](#)

**529.**

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-22 · Rust 2021 (first AC) · Tags: brute force, math, number theory

[ymmparsa's solution](#)

**530.**

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · Rust 2021 (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[ymmparsa's solution](#)

**531.**

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · Rust 2021 (first AC) · Tags: bitmasks, math

[ymmparsa's solution](#)

**532.**

1615C

[Menorah](#) · [Tutorial](#)

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

[ymmparsa's solution](#)

**533.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[ymmparsa's solution](#)

**534.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[ymmparsa's solution](#)

**535.**

1603B

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

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ymmparsa's solution](#)

**536.**

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-23 · last AC: 2021-08-29 · MS C++ 2017 (first AC) · Tags: data structures, greedy, implementation, math

[ymmparsa's solution](#)

**537.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2021-08-06 · last AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[ymmparsa's solution](#)

**538.**

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[ymmparsa's solution](#)

**539.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: trees

[ymmparsa's solution](#)

**540.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, number theory

[ymmparsa's solution](#)

**541.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ymmparsa's solution](#)

**542.**

1497C2

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

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**543.**

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, strings

[ymmparsa's solution](#)

**544.**

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[ymmparsa's solution](#)

**545.**

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ymmparsa's solution](#)

**546.**

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy  
[ymmparsa's solution](#)

**547.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers  
[ymmparsa's solution](#)

**548.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
[ymmparsa's solution](#)

**549.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,300 global accepts · Rating: 1600 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[ymmparsa's solution](#)

**550.**

1455D

[Sequence and Swaps](#) · [Tutorial](#)

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings  
[ymmparsa's solution](#)

**551.**

1424J

[Lonely Numbers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math  
[ymmparsa's solution](#)

**552.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory  
[ymmparsa's solution](#)

**553.**

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2020-08-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation  
[ymmparsa's solution](#)

**554.**

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,356 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy  
[ymmparsa's solution](#)

**555.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation  
[ymmparsa's solution](#)

**556.**

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2020-06-02 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**557.**

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2020-06-02 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**558.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: games, trees  
[ymmparsa's solution](#)

**559.**

1115U2

[Chessboard unitary](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 1600 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**560.**

1115G3

[Palindrome checker oracle](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 1600 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**561.**

1115G2

[OR oracle](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 1600 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**562.**

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**563.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory  
[ymmparsa's solution](#)

**564.**

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[ymmparsa's solution](#)

**565.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, sortings  
[ymmparsa's solution](#)

**566.**

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[ymmparsa's solution](#)

**567.**

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ymmparsa's solution](#)

**568.**

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**569.**

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[ymmparsa's solution](#)

**570.**

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ymmparsa's solution](#)

**571.**

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · MS C++ 2017 (first AC) · Tags: dfs and similar, greedy, implementation

[ymmparsa's solution](#)

**572.**

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · MS C++ 2017 (first AC) · Tags: brute force, data structures, greedy, math

[ymmparsa's solution](#)

**573.**

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · MS C++ 2017 (first AC) · Tags: dp, greedy, strings

[ymmparsa's solution](#)

**574.**

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2020-01-20 · MS C++ 2017 (first AC) · Tags: bitmasks, brute force, math

[ymmparsa's solution](#)

**575.**

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2020-01-20 · MS C++ 2017 (first AC) · Tags: data structures, implementation

[ymmparsa's solution](#)

**576.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · MS C++ 2017 (first AC) · Tags: combinatorics, dp

[ymmparsa's solution](#)

**577.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · MS C++ 2017 (first AC) · Tags: combinatorics, math

[ymmparsa's solution](#)

**578.**

1282B2

[K for the Price of One \(Hard Version\) · Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-24 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings  
[ymmparsa's solution](#)

**579.**

1281B

[Azamon Web Services · Tutorial](#)

Quality: 8,687 global accepts · Rating: 1600 · first AC: 2019-12-17 · MS C++ 2017 (first AC) · Tags: greedy  
[ymmparsa's solution](#)

**580.**

2178D

[Xmas or Hysteria · Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ymmparsa's solution](#)

**581.**

2181M

[Medical Parity · Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings  
[ymmparsa's solution](#)

**582.**

2152D

[Division Versus Addition · Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math  
[ymmparsa's solution](#)

**583.**

2150B

[Grid Counting · Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math  
[ymmparsa's solution](#)

**584.**

2147D

[Game on Array · Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[ymmparsa's solution](#)

**585.**

2135B

[For the Champion · Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math  
[ymmparsa's solution](#)

**586.**

2122C

[Manhattan Pairs · Tutorial](#)

Quality: 8,409 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[ymmparsa's solution](#)

**587.**

2124D

[Make a Palindrome · Tutorial](#)

Quality: 8,103 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers  
[ymmparsa's solution](#)

**588.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[ymmparsa's solution](#)

**589.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[ymmparsa's solution](#)

**590.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[ymmparsa's solution](#)

**591.**

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[ymmparsa's solution](#)

**592.**

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[ymmparsa's solution](#)

**593.**

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[ymmparsa's solution](#)

**594.**

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[ymmparsa's solution](#)

**595.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[ymmparsa's solution](#)

**596.**

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[ymmparsa's solution](#)

**597.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[ymmparsa's solution](#)

**598.**

1868B1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ymmparsa's solution](#)

**599.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[ymmparsa's solution](#)

**600.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[ymmparsa's solution](#)

**601.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[ymmparsa's solution](#)

**602.**

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[ymmparsa's solution](#)

**603.**

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · Rust 2021 (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**604.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[ymmparsa's solution](#)

**605.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[ymmparsa's solution](#)

**606.**

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[ymmparsa's solution](#)

**607.**

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp,

greedy, implementation

[ymmparsa's solution](#)

**608.**

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**609.**

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, implementation, math

[ymmparsa's solution](#)

**610.**

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2021-02-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, math

[ymmparsa's solution](#)

**611.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[ymmparsa's solution](#)

**612.**

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ymmparsa's solution](#)

**613.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[ymmparsa's solution](#)

**614.**

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[ymmparsa's solution](#)

**615.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, strings

[ymmparsa's solution](#)

**616.**

1467B

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

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[ymmparsa's solution](#)

**617.**

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[ymmparsa's solution](#)

**618.**

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy  
[ymmparsa's solution](#)

**619.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation  
[ymmparsa's solution](#)

**620.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[ymmparsa's solution](#)

**621.**

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy  
[ymmparsa's solution](#)

**622.**

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[ymmparsa's solution](#)

**623.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math  
[ymmparsa's solution](#)

**624.**

1229A

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

Rating: 1700 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy  
[ymmparsa's solution](#)

**625.**

1361A

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

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings  
[ymmparsa's solution](#)

**626.**

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2020-06-02 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**627.**

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math  
[ymmparsa's solution](#)

**628.**

1115U3

[Block unitary](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 1700 · first AC: 2020-05-20 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**629.**

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**630.**

1044A

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

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[ymmparsa's solution](#)

**631.**

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ymmparsa's solution](#)

**632.**

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2020-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[ymmparsa's solution](#)

**633.**

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[ymmparsa's solution](#)

**634.**

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-08 · last AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[ymmparsa's solution](#)

**635.**

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2020-04-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings

[ymmparsa's solution](#)

**636.**

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[ymmparsa's solution](#)

**637.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[ymmparsa's solution](#)

**638.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[ymmparsa's solution](#)

**639.**

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[ymmparsa's solution](#)

**640.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1700 · first AC: 2020-03-30 · last AC: 2020-03-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[ymmparsa's solution](#)

**641.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[ymmparsa's solution](#)

**642.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[ymmparsa's solution](#)

**643.**

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

[ymmparsa's solution](#)

**644.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ymmparsa's solution](#)

**645.**

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[ymmparsa's solution](#)

**646.**

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ymmparsa's solution](#)

**647.**

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2020-02-11 · MS C++ 2017 (first AC) · Tags: dp

[ymmparsa's solution](#)

**648.**

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2020-02-02 · MS C++ 2017 (first AC) · Tags: combinatorics, math, probabilities

[ymmparsa's solution](#)

**649.**

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · MS C++ 2017 (first AC) · Tags: math, strings

[ymmparsa's solution](#)

**650.**

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · MS C++ 2017 (first AC) · Tags: brute force, constructive algorithms, implementation

[ymmparsa's solution](#)

**651.**

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2020-01-07 · Python 3 (first AC) · Tags: combinatorics, dp, math

[ymmparsa's solution](#)

**652.**

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2020-01-06 · MS C++ 2017 (first AC) · Tags: implementation, math

[ymmparsa's solution](#)

**653.**

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-12-22 · MS C++ 2017 (first AC) · Tags: greedy

[ymmparsa's solution](#)

**654.**

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

**655.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ymmparsa's solution](#)

**656.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[ymmparsa's solution](#)

**657.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[ymmparsa's solution](#)

**658.**

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[ymmparsa's solution](#)

**659.**

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[ymmparsa's solution](#)

**660.**

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, sortings

[ymmparsa's solution](#)

**661.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[ymmparsa's solution](#)

**662.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[ymmparsa's solution](#)

**663.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ymmparsa's solution](#)

**664.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[ymmparsa's solution](#)

**665.**

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[ymmparsa's solution](#)

**666.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[ymmparsa's solution](#)

**667.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ymmparsa's solution](#)

**668.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,477 global accepts · Rating: 1800 · first AC: 2022-11-25 · Rust 2021 (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[ymmparsa's solution](#)

**669.**

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: binary search, data structures, greedy, math, number theory

[ymmparsa's solution](#)

### 670.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[ymmparsa's solution](#)

### 671.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 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

[ymmparsa's solution](#)

### 672.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ymmparsa's solution](#)

### 673.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2022-08-27 · Rust 2021 (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[ymmparsa's solution](#)

### 674.

1713D

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

Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-06 · Rust 2021 (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[ymmparsa's solution](#)

### 675.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[ymmparsa's solution](#)

### 676.

528B

[Clique Problem](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[ymmparsa's solution](#)

### 677.

1491D

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

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ymmparsa's solution](#)

### 678.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, greedy, implementation

[ymmparsa's solution](#)

### 679.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy,

sortings

[ymmparsa's solution](#)

**680.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[ymmparsa's solution](#)

**681.**

1475D

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

Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[ymmparsa's solution](#)

**682.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ymmparsa's solution](#)

**683.**

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[ymmparsa's solution](#)

**684.**

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[ymmparsa's solution](#)

**685.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[ymmparsa's solution](#)

**686.**

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[ymmparsa's solution](#)

**687.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: games

[ymmparsa's solution](#)

**688.**

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[ymmparsa's solution](#)

**689.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[ymmparsa's solution](#)

**690.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[ymmparsa's solution](#)

**691.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[ymmparsa's solution](#)

**692.**

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math  
[ymmparsa's solution](#)

**693.**

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,595 global accepts · Rating: 1800 · first AC: 2020-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, trees  
[ymmparsa's solution](#)

**694.**

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings  
[ymmparsa's solution](#)

**695.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy  
[ymmparsa's solution](#)

**696.**

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: \*special, data structures, dsu, implementation, math, sortings  
[ymmparsa's solution](#)

**697.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings  
[ymmparsa's solution](#)

**698.**

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,816 global accepts · Rating: 1800 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[ymmparsa's solution](#)

**699.**

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees  
[ymmparsa's solution](#)

**700.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[ymmparsa's solution](#)

**701.**

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2020-05-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**702.**

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2020-05-10 · last AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ymmparsa's solution](#)

**703.**

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[ymmparsa's solution](#)

**704.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[ymmparsa's solution](#)

**705.**

1335E2

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

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-15 · last AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[ymmparsa's solution](#)

**706.**

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[ymmparsa's solution](#)

**707.**

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ymmparsa's solution](#)

**708.**

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ymmparsa's solution](#)

**709.**

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[ymmparsa's solution](#)

**710.**

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[ymmparsa's solution](#)

**711.**

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings  
[ymmparsa's solution](#)

**712.**

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2020-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**713.**

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search  
[ymmparsa's solution](#)

**714.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers  
[ymmparsa's solution](#)

**715.**

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-10 · MS C++ 2017 (first AC) · Tags: geometry  
[ymmparsa's solution](#)

**716.**

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-10 · MS C++ 2017 (first AC) · Tags: geometry  
[ymmparsa's solution](#)

**717.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · MS C++ 2017 (first AC) · Tags: math, number theory  
[ymmparsa's solution](#)

**718.**

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · MS C++ 2017 (first AC) · Tags: dp, greedy, sortings  
[ymmparsa's solution](#)

**719.**

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-12-21 · MS C++ 2017 (first AC) · Tags: combinatorics, math, number theory  
[ymmparsa's solution](#)

**720.**

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[ymmparsa's solution](#)

**721.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[ymmparsa's solution](#)

**722.**

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[ymmparsa's solution](#)

**723.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ymmparsa's solution](#)

**724.**

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ymmparsa's solution](#)

**725.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[ymmparsa's solution](#)

**726.**

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[ymmparsa's solution](#)

**727.**

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ymmparsa's solution](#)

**728.**

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[ymmparsa's solution](#)

**729.**

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ymmparsa's solution](#)

**730.**

2002D1

[DFS Checker \(Easy Version\) · Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[ymmparsa's solution](#)

**731.**

1991E

[Coloring Game · Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[ymmparsa's solution](#)

**732.**

1991D

[Prime XOR Coloring · Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[ymmparsa's solution](#)

**733.**

1994D

[Funny Game · Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[ymmparsa's solution](#)

**734.**

1989D

[Smithing Skill · Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[ymmparsa's solution](#)

**735.**

1920D

[Array Repetition · Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-22 · Rust 2021 (first AC) · Tags: binary search, brute force, dsu, implementation, math

[ymmparsa's solution](#)

**736.**

1854A.2

[Dual \(Hard Version\) · Tutorial](#)

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**737.**

1842D

[Tenzing and His Animal Friends · Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[ymmparsa's solution](#)

**738.**

1799D1

[Hot Start Up \(easy version\) · Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[ymmparsa's solution](#)

**739.**

1785B

[Letter Exchange · Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[ymmparsa's solution](#)

**740.**

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[ymmparsa's solution](#)

**741.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities  
[ymmparsa's solution](#)

**742.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-18 · Rust 2021 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math  
[ymmparsa's solution](#)

**743.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · last AC: 2022-11-04 · Rust 2021 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures  
[ymmparsa's solution](#)

**744.**

1744E2

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

Quality: 6,701 global accepts · Rating: 1900 · first AC: 2022-10-16 · Rust 2021 (first AC) · Tags: brute force, math, number theory  
[ymmparsa's solution](#)

**745.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[ymmparsa's solution](#)

**746.**

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[ymmparsa's solution](#)

**747.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-02 · Rust 2021 (first AC) · Tags: constructive algorithms, hashing, implementation, math  
[ymmparsa's solution](#)

**748.**

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2020-03-21 · last AC: 2021-10-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers  
[ymmparsa's solution](#)

**749.**

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math  
[ymmparsa's solution](#)

**750.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,544 global accepts · Rating: 1900 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, probabilities

[ymmparsa's solution](#)

**751.**

1078A

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

Rating: 1900 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math, shortest paths

[ymmparsa's solution](#)

**752.**

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[ymmparsa's solution](#)

**753.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,900 global accepts · Rating: 1900 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[ymmparsa's solution](#)

**754.**

1483B

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Rating: 1900 · first AC: 2021-03-21 · last AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[ymmparsa's solution](#)

**755.**

535D

[Tavas and Malekas](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1900 · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[ymmparsa's solution](#)

**756.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ymmparsa's solution](#)

**757.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[ymmparsa's solution](#)

**758.**

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,819 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[ymmparsa's solution](#)

**759.**

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[ymmparsa's solution](#)

**760.**

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[ymmparsa's solution](#)

**761.**

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory  
[ymmparsa's solution](#)

**762.**

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers  
[ymmparsa's solution](#)

**763.**

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, two pointers  
[ymmparsa's solution](#)

**764.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees  
[ymmparsa's solution](#)

**765.**

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math  
[ymmparsa's solution](#)

**766.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings  
[ymmparsa's solution](#)

**767.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers  
[ymmparsa's solution](#)

**768.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[ymmparsa's solution](#)

**769.**

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1900 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, strings  
[ymmparsa's solution](#)

**770.**

1424B

[Valuable Paper](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings

[ymmparsa's solution](#)

**771.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[ymmparsa's solution](#)

**772.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[ymmparsa's solution](#)

**773.**

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[ymmparsa's solution](#)

**774.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[ymmparsa's solution](#)

**775.**

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2020-06-18 · last AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[ymmparsa's solution](#)

**776.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[ymmparsa's solution](#)

**777.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ymmparsa's solution](#)

**778.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[ymmparsa's solution](#)

**779.**

1365E

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

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[ymmparsa's solution](#)

**780.**

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · last AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[ymmparsa's solution](#)

**781.**

1002E2

[Another array reconstruction algorithm](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 1900 · first AC: 2020-06-02 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**782.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[ymmparsa's solution](#)

**783.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,884 global accepts · Rating: 1900 · first AC: 2020-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**784.**

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, implementation, math

[ymmparsa's solution](#)

**785.**

1228D

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

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2020-04-05 · last AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[ymmparsa's solution](#)

**786.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2020-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[ymmparsa's solution](#)

**787.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2020-03-26 · last AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[ymmparsa's solution](#)

**788.**

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1900 · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[ymmparsa's solution](#)

**789.**

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-03-15 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[ymmparsa's solution](#)

**790.**

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[ymmparsa's solution](#)

**791.**

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[ymmparsa's solution](#)

**792.**

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[ymmparsa's solution](#)

**793.**

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · MS C++ 2017 (first AC) · Tags: bitmasks, greedy

[ymmparsa's solution](#)

**794.**

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2020-02-10 · MS C++ 2017 (first AC) · Tags: math

[ymmparsa's solution](#)

**795.**

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2020-01-27 · MS C++ 2017 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[ymmparsa's solution](#)

**796.**

1272E

[Nearest Opposite Parity](#) · [Tutorial](#)

Quality: 7,933 global accepts · Rating: 1900 · first AC: 2020-01-26 · MS C++ 2017 (first AC) · Tags: dfs and similar, graphs, shortest paths

[ymmparsa's solution](#)

**797.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-25 · MS C++ 2017 (first AC) · Tags: greedy, implementation, math

[ymmparsa's solution](#)

**798.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-07 · MS C++ 2017 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[ymmparsa's solution](#)

**799.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[ymmparsa's solution](#)

**800.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[ymmparsa's solution](#)

**801.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[ymmparsa's solution](#)

**802.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[ymmparsa's solution](#)

**803.**

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[ymmparsa's solution](#)

**804.**

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[ymmparsa's solution](#)

**805.**

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[ymmparsa's solution](#)

**806.**

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ymmparsa's solution](#)

**807.**

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[ymmparsa's solution](#)

**808.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[ymmparsa's solution](#)

**809.**

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[ymmparsa's solution](#)

**810.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings  
[ymmparsa's solution](#)

**811.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[ymmparsa's solution](#)

**812.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[ymmparsa's solution](#)

**813.**

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ymmparsa's solution](#)

**814.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers  
[ymmparsa's solution](#)

**815.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · Rust 2021 (first AC) · Tags: math, two pointers  
[ymmparsa's solution](#)

**816.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory  
[ymmparsa's solution](#)

**817.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy  
[ymmparsa's solution](#)

**818.**

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[ymmparsa's solution](#)

**819.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[ymmparsa's solution](#)

**820.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2021-08-08 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[ymmparsa's solution](#)

**821.**

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[ymmparsa's solution](#)

**822.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[ymmparsa's solution](#)

**823.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[ymmparsa's solution](#)

**824.**

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-01-15 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers

[ymmparsa's solution](#)

**825.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[ymmparsa's solution](#)

**826.**

1459D

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

Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[ymmparsa's solution](#)

**827.**

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[ymmparsa's solution](#)

**828.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2020-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ymmparsa's solution](#)

**829.**

1454E

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

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[ymmparsa's solution](#)

**830.**

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees  
[ymmparsa's solution](#)

**831.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[ymmparsa's solution](#)

**832.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[ymmparsa's solution](#)

**833.**

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation  
[ymmparsa's solution](#)

**834.**

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  
[ymmparsa's solution](#)

**835.**

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings  
[ymmparsa's solution](#)

**836.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[ymmparsa's solution](#)

**837.**

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees  
[ymmparsa's solution](#)

**838.**

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers  
[ymmparsa's solution](#)

**839.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers  
[ymmparsa's solution](#)

**840.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[ymmparsa's solution](#)

**841.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2020-06-24 · last AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings  
[ymmparsa's solution](#)

**842.**

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,220 global accepts · Rating: 2000 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[ymmparsa's solution](#)

**843.**

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2020-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, math, trees  
[ymmparsa's solution](#)

**844.**

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2020-06-15 · last AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: ternary search  
[ymmparsa's solution](#)

**845.**

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2020-06-14 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy  
[ymmparsa's solution](#)

**846.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[ymmparsa's solution](#)

**847.**

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers  
[ymmparsa's solution](#)

**848.**

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory  
[ymmparsa's solution](#)

**849.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees  
[ymmparsa's solution](#)

**850.**

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[ymmparsa's solution](#)

**851.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[ymmparsa's solution](#)

**852.**

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ymmparsa's solution](#)

**853.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[ymmparsa's solution](#)

**854.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2020-01-29 · MS C++ 2017 (first AC) · Tags: dfs and similar, dp, greedy, trees

[ymmparsa's solution](#)

**855.**

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2020-01-20 · MS C++ 2017 (first AC) · Tags: bitmasks, greedy, math

[ymmparsa's solution](#)

**856.**

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[ymmparsa's solution](#)

**857.**

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,660 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ymmparsa's solution](#)

**858.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[ymmparsa's solution](#)

**859.**

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ymmparsa's solution](#)

**860.**

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[ymmparsa's solution](#)

**861.**

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[ymmparsa's solution](#)

**862.**

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[ymmparsa's solution](#)

**863.**

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[ymmparsa's solution](#)

**864.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[ymmparsa's solution](#)

**865.**

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-22 · Rust 2021 (first AC) · Tags: combinatorics, dp, math

[ymmparsa's solution](#)

**866.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[ymmparsa's solution](#)

**867.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[ymmparsa's solution](#)

**868.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[ymmparsa's solution](#)

**869.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ymmparsa's solution](#)

**870.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry  
[ymmparsa's solution](#)

**871.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
[ymmparsa's solution](#)

**872.**

321C

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

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-11-15 · last AC: 2022-11-15 · Rust 2021 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[ymmparsa's solution](#)

**873.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[ymmparsa's solution](#)

**874.**

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-24 · last AC: 2022-03-25 · Rust 2021 (first AC) · Tags: dfs and similar, math, number theory, trees

[ymmparsa's solution](#)

**875.**

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[ymmparsa's solution](#)

**876.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[ymmparsa's solution](#)

**877.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[ymmparsa's solution](#)

**878.**

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,191 global accepts · Rating: 2100 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[ymmparsa's solution](#)

**879.**

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[ymmparsa's solution](#)

**880.**

1575L

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

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-02 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[ymmparsa's solution](#)

**881.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[ymmparsa's solution](#)

**882.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[ymmparsa's solution](#)

**883.**

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**884.**

1078B

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[ymmparsa's solution](#)

**885.**

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[ymmparsa's solution](#)

**886.**

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[ymmparsa's solution](#)

**887.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ymmparsa's solution](#)

**888.**

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[ymmparsa's solution](#)

**889.**

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

[ymmparsa's solution](#)

**890.**

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[ymmparsa's solution](#)

**891.**

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[ymmparsa's solution](#)

**892.**

1450C1

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

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[ymmparsa's solution](#)

**893.**

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2020-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[ymmparsa's solution](#)

**894.**

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[ymmparsa's solution](#)

**895.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[ymmparsa's solution](#)

**896.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ymmparsa's solution](#)

**897.**

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

[ymmparsa's solution](#)

**898.**

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, games, greedy

[ymmparsa's solution](#)

**899.**

1218I

[The Light Square](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2100 · first AC: 2020-06-21 · last AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, greedy

[ymmparsa's solution](#)

**900.**

1367F1

[Flying Sort \(Easy Version\) · Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers  
[ymmparsa's solution](#)

**901.**

1364D

[Ehab's Last Corollary · Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees  
[ymmparsa's solution](#)

**902.**

1366E

[Two Arrays · Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers  
[ymmparsa's solution](#)

**903.**

1184A2

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

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory  
[ymmparsa's solution](#)

**904.**

1365F

[Swaps Again · Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings  
[ymmparsa's solution](#)

**905.**

1363D

[Guess The Maximums · Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive, math  
[ymmparsa's solution](#)

**906.**

1360H

[Binary Median · Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms  
[ymmparsa's solution](#)

**907.**

1254B2

[Send Boxes to Alice \(Hard Version\) · Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2020-05-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers  
[ymmparsa's solution](#)

**908.**

1333D

[Challenges in school ! 41 Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings  
[ymmparsa's solution](#)

**909.**

1332E

[Height All the Same · Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices

[ymmparsa's solution](#)

**910.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[ymmparsa's solution](#)

**911.**

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2020-03-29 · last AC: 2020-03-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games

[ymmparsa's solution](#)

**912.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2020-03-21 · last AC: 2020-03-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math

[ymmparsa's solution](#)

**913.**

466E

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

Quality: 2,618 global accepts · Rating: 2100 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[ymmparsa's solution](#)

**914.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2020-03-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[ymmparsa's solution](#)

**915.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[ymmparsa's solution](#)

**916.**

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-11 · MS C++ 2017 (first AC) · Tags: data structures, geometry, greedy

[ymmparsa's solution](#)

**917.**

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2020-02-11 · MS C++ 2017 (first AC) · Tags: data structures, geometry, greedy

[ymmparsa's solution](#)

**918.**

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2020-02-02 · MS C++ 2017 (first AC) · Tags: data structures, dp, math, probabilities

[ymmparsa's solution](#)

**919.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-16 · MS C++ 2017 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[ymmparsa's solution](#)

**920.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees  
[ymmparsa's solution](#)

**921.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers  
[ymmparsa's solution](#)

**922.**

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory  
[ymmparsa's solution](#)

**923.**

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math  
[ymmparsa's solution](#)

**924.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory  
[ymmparsa's solution](#)

**925.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees  
[ymmparsa's solution](#)

**926.**

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math  
[ymmparsa's solution](#)

**927.**

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[ymmparsa's solution](#)

**928.**

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings  
[ymmparsa's solution](#)

**929.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[ymmparsa's solution](#)

**930.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[ymmparsa's solution](#)

**931.**

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[ymmparsa's solution](#)

**932.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[ymmparsa's solution](#)

**933.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[ymmparsa's solution](#)

**934.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[ymmparsa's solution](#)

**935.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[ymmparsa's solution](#)

**936.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[ymmparsa's solution](#)

**937.**

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[ymmparsa's solution](#)

**938.**

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[ymmparsa's solution](#)

**939.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · Rust 2021 (first AC) · Tags: constructive algorithms, strings, two pointers

[ymmparsa's solution](#)

**940.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-02 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[ymmparsa's solution](#)

**941.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[ymmparsa's solution](#)

**942.**

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ymmparsa's solution](#)

**943.**

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-03-29 · last AC: 2022-03-29 · Rust 2021 (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[ymmparsa's solution](#)

**944.**

754C

[Vladik and chat](#) · [Tutorial](#)

Quality: 1,096 global accepts · Rating: 2200 · first AC: 2022-03-19 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dp, implementation, strings

[ymmparsa's solution](#)

**945.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ymmparsa's solution](#)

**946.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

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

[ymmparsa's solution](#)

**947.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[ymmparsa's solution](#)

**948.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[ymmparsa's solution](#)

**949.**

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[ymmparsa's solution](#)

**950.**

634D

[Package Delivery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy  
[ymmparsa's solution](#)

**951.**

7D

[Palindrome Degree](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings  
[ymmparsa's solution](#)

**952.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[ymmparsa's solution](#)

**953.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy  
[ymmparsa's solution](#)

**954.**

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
[ymmparsa's solution](#)

**955.**

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math  
[ymmparsa's solution](#)

**956.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees  
[ymmparsa's solution](#)

**957.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2020-10-18 · last AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[ymmparsa's solution](#)

**958.**

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: graphs, sortings  
[ymmparsa's solution](#)

**959.**

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2020-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[ymmparsa's solution](#)

**960.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2020-09-06 · last AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ymmparsa's solution](#)

**961.**

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ymmparsa's solution](#)

**962.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[ymmparsa's solution](#)

**963.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[ymmparsa's solution](#)

**964.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2020-07-23 · last AC: 2020-07-23 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[ymmparsa's solution](#)

**965.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2020-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[ymmparsa's solution](#)

**966.**

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[ymmparsa's solution](#)

**967.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-06-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[ymmparsa's solution](#)

**968.**

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[ymmparsa's solution](#)

**969.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-06-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees

[ymmparsa's solution](#)

**970.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2020-06-14 · last AC: 2020-06-14 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[ymmparsa's solution](#)

**971.**

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[ymmparsa's solution](#)

**972.**

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2020-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, shortest paths

[ymmparsa's solution](#)

**973.**

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[ymmparsa's solution](#)

**974.**

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[ymmparsa's solution](#)

**975.**

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[ymmparsa's solution](#)

**976.**

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ymmparsa's solution](#)

**977.**

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,932 global accepts · Rating: 2200 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[ymmparsa's solution](#)

**978.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2020-02-03 · MS C++ 2017 (first AC) · Tags: combinatorics, dp, math, number theory

[ymmparsa's solution](#)

**979.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-30 · MS C++ 2017 (first AC) · Tags: data structures, divide and conquer

[ymmparsa's solution](#)

**980.**

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[ymmparsa's solution](#)

**981.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[ymmparsa's solution](#)

**982.**

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[ymmparsa's solution](#)

**983.**

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-07-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search

[ymmparsa's solution](#)

**984.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[ymmparsa's solution](#)

**985.**

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special

[ymmparsa's solution](#)

**986.**

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[ymmparsa's solution](#)

**987.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ymmparsa's solution](#)

**988.**

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[ymmparsa's solution](#)

**989.**

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[ymmparsa's solution](#)

**990.**

2002D2

[DFS Checker \(Hard Version\) · Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[ymmparsa's solution](#)

**991.**

1988E

[Range Minimum Sum · Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[ymmparsa's solution](#)

**992.**

1989E

[Distance to Different · Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[ymmparsa's solution](#)

**993.**

1983E

[I Love Balls · Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[ymmparsa's solution](#)

**994.**

1967C

[Fenwick Tree · Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[ymmparsa's solution](#)

**995.**

1942E

[Farm Game · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[ymmparsa's solution](#)

**996.**

1943C

[Tree Compass · Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ymmparsa's solution](#)

**997.**

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[ymmparsa's solution](#)

**998.**

1864F

[Exotic Queries · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[ymmparsa's solution](#)

**999.**

1842E

[Tenzing and Triangle · Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ymmparsa's solution](#)

**1000.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ymmparsa's solution](#)**1001.**

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ymmparsa's solution](#)**1002.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[ymmparsa's solution](#)**1003.**

1782E

[Rectangle Shrinking](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[ymmparsa's solution](#)**1004.**

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[ymmparsa's solution](#)**1005.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[ymmparsa's solution](#)**1006.**

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · Rust 2021 (first AC) · Tags: bitmasks, brute force, data structures, math

[ymmparsa's solution](#)**1007.**

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[ymmparsa's solution](#)**1008.**

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[ymmparsa's solution](#)**1009.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ymmparsa's solution](#)

**1010.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, sortings  
[ymmparsa's solution](#)

**1011.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing  
[ymmparsa's solution](#)

**1012.**

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[ymmparsa's solution](#)

**1013.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[ymmparsa's solution](#)

**1014.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory  
[ymmparsa's solution](#)

**1015.**

313E

[Ilya and Two Numbers](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy  
[ymmparsa's solution](#)

**1016.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, dsu  
[ymmparsa's solution](#)

**1017.**

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2021-11-20 · last AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy  
[ymmparsa's solution](#)

**1018.**

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,435 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[ymmparsa's solution](#)

**1019.**

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[ymmparsa's solution](#)

**1020.**

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees

[ymmparsa's solution](#)

**1021.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[ymmparsa's solution](#)

**1022.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[ymmparsa's solution](#)

**1023.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[ymmparsa's solution](#)

**1024.**

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[ymmparsa's solution](#)

**1025.**

675E

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

Quality: 3,332 global accepts · Rating: 2300 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[ymmparsa's solution](#)

**1026.**

628E

[Zbazi in Zeydabad](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2300 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[ymmparsa's solution](#)

**1027.**

430E

[Guess the Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar

[ymmparsa's solution](#)

**1028.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[ymmparsa's solution](#)

**1029.**

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[ymmparsa's solution](#)

**1030.**

788C

[The Great Mixing](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[ymmparsa's solution](#)

**1031.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2020-12-09 · last AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings  
[ymmparsa's solution](#)

**1032.**

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[ymmparsa's solution](#)

**1033.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices  
[ymmparsa's solution](#)

**1034.**

1190C

[Tokitsukaze and Duel](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy  
[ymmparsa's solution](#)

**1035.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math  
[ymmparsa's solution](#)

**1036.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer  
[ymmparsa's solution](#)

**1037.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers  
[ymmparsa's solution](#)

**1038.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation  
[ymmparsa's solution](#)

**1039.**

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[ymmparsa's solution](#)

**1040.**

383D

[Antimatter](#) · [Tutorial](#)

Quality: 3,342 global accepts · Rating: 2300 · first AC: 2020-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[ymmparsa's solution](#)

### 1041.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[ymmparsa's solution](#)

### 1042.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2020-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[ymmparsa's solution](#)

### 1043.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-05-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[ymmparsa's solution](#)

### 1044.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2020-04-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[ymmparsa's solution](#)

### 1045.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[ymmparsa's solution](#)

### 1046.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ymmparsa's solution](#)

### 1047.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[ymmparsa's solution](#)

### 1048.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[ymmparsa's solution](#)

### 1049.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ymmparsa's solution](#)

### 1050.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,475 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[ymmparsa's solution](#)

### 1051.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[ymmparsa's solution](#)

### 1052.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ymmparsa's solution](#)

### 1053.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[ymmparsa's solution](#)

### 1054.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ymmparsa's solution](#)

### 1055.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[ymmparsa's solution](#)

### 1056.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[ymmparsa's solution](#)

### 1057.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-06 · last AC: 2023-10-06 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[ymmparsa's solution](#)

### 1058.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[ymmparsa's solution](#)

### 1059.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[ymmparsa's solution](#)

### 1060.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[ymmparsa's solution](#)

### 1061.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[ymmparsa's solution](#)

### 1062.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: flows

[ymmparsa's solution](#)

### 1063.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[ymmparsa's solution](#)

### 1064.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2400 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[ymmparsa's solution](#)

### 1065.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[ymmparsa's solution](#)

### 1066.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[ymmparsa's solution](#)

### 1067.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[ymmparsa's solution](#)

### 1068.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[ymmparsa's solution](#)

### 1069.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[ymmparsa's solution](#)

### 1070.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force,

constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ymmparsa's solution](#)

### 1071.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[ymmparsa's solution](#)

### 1072.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[ymmparsa's solution](#)

### 1073.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-19 · Rust 2021 (first AC) · Tags: binary search, dp

[ymmparsa's solution](#)

### 1074.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[ymmparsa's solution](#)

### 1075.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-09-10 · Rust 2021 (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[ymmparsa's solution](#)

### 1076.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-08 · last AC: 2022-09-08 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[ymmparsa's solution](#)

### 1077.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[ymmparsa's solution](#)

### 1078.

787E

[Till I Collapse](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ymmparsa's solution](#)

### 1079.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[ymmparsa's solution](#)

### 1080.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[ymmparsa's solution](#)

**1081.**

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

[ymmparsa's solution](#)**1082.**

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees, two pointers

[ymmparsa's solution](#)**1083.**

29E

[Quarrel](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2400 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[ymmparsa's solution](#)**1084.**

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ymmparsa's solution](#)**1085.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ymmparsa's solution](#)**1086.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[ymmparsa's solution](#)**1087.**

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)**1088.**

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[ymmparsa's solution](#)**1089.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)**1090.**

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)**1091.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute

force, dp, graphs

[ymmparsa's solution](#)

### 1092.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[ymmparsa's solution](#)

### 1093.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[ymmparsa's solution](#)

### 1094.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[ymmparsa's solution](#)

### 1095.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2021-11-12 · last AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[ymmparsa's solution](#)

### 1096.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[ymmparsa's solution](#)

### 1097.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[ymmparsa's solution](#)

### 1098.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[ymmparsa's solution](#)

### 1099.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2021-10-24 · last AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[ymmparsa's solution](#)

### 1100.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2021-08-03 · last AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[ymmparsa's solution](#)

### 1101.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

### 1102.

258E

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

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[ymmparsa's solution](#)

### 1103.

853D

[Michael and Charging Stations](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2400 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[ymmparsa's solution](#)

### 1104.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[ymmparsa's solution](#)

### 1105.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[ymmparsa's solution](#)

### 1106.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft, math

[ymmparsa's solution](#)

### 1107.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[ymmparsa's solution](#)

### 1108.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,886 global accepts · Rating: 2400 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[ymmparsa's solution](#)

### 1109.

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2021-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

### 1110.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[ymmparsa's solution](#)

### 1111.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[ymmparsa's solution](#)

**1112.**

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[ymmparsa's solution](#)

**1113.**

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[ymmparsa's solution](#)

**1114.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[ymmparsa's solution](#)

**1115.**

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[ymmparsa's solution](#)

**1116.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[ymmparsa's solution](#)

**1117.**

1206E

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

Rating: 2400 · first AC: 2020-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[ymmparsa's solution](#)

**1118.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[ymmparsa's solution](#)

**1119.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[ymmparsa's solution](#)

**1120.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-11-30 · last AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[ymmparsa's solution](#)

**1121.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ymmparsa's solution](#)

**1122.**

1424I

[Bubble Cup hypothesis](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1123.**

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, probabilities

[ymmparsa's solution](#)

**1124.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-09-13 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, fft

[ymmparsa's solution](#)

**1125.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-29 · last AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[ymmparsa's solution](#)

**1126.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[ymmparsa's solution](#)

**1127.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[ymmparsa's solution](#)

**1128.**

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-06-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[ymmparsa's solution](#)

**1129.**

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2020-06-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[ymmparsa's solution](#)

**1130.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[ymmparsa's solution](#)

**1131.**

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[ymmparsa's solution](#)

**1132.**

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2020-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[ymmparsa's solution](#)

**1133.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1134.**

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[ymmparsa's solution](#)

**1135.**

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[ymmparsa's solution](#)

**1136.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[ymmparsa's solution](#)

**1137.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[ymmparsa's solution](#)

**1138.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · last AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[ymmparsa's solution](#)

**1139.**

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[ymmparsa's solution](#)

**1140.**

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2023-06-20 · last AC: 2025-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, probabilities

[ymmparsa's solution](#)

**1141.**

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[ymmparsa's solution](#)

**1142.**

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[ymmparsa's solution](#)

**1143.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[ymmparsa's solution](#)

**1144.**

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[ymmparsa's solution](#)

**1145.**

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[ymmparsa's solution](#)

**1146.**

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[ymmparsa's solution](#)

**1147.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[ymmparsa's solution](#)

**1148.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ymmparsa's solution](#)

**1149.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[ymmparsa's solution](#)

**1150.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[ymmparsa's solution](#)

**1151.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[ymmparsa's solution](#)

**1152.**

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2023-02-04 · last AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft

[ymmparsa's solution](#)

**1153.**

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[ymmparsa's solution](#)

**1154.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[ymmparsa's solution](#)

**1155.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[ymmparsa's solution](#)

**1156.**

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[ymmparsa's solution](#)

**1157.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[ymmparsa's solution](#)

**1158.**

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[ymmparsa's solution](#)

**1159.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[ymmparsa's solution](#)

**1160.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-11-24 · last AC: 2022-11-28 · Rust 2021 (first AC) · Tags: divide and conquer, dp

[ymmparsa's solution](#)

**1161.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[ymmparsa's solution](#)

**1162.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-11-14 · last AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[ymmparsa's solution](#)

**1163.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[ymmparsa's solution](#)

**1164.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-09-09 · Rust 2021 (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[ymmparsa's solution](#)

**1165.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[ymmparsa's solution](#)

**1166.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-10 · last AC: 2022-08-10 · Rust 2021 (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[ymmparsa's solution](#)

**1167.**

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1168.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[ymmparsa's solution](#)

**1169.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[ymmparsa's solution](#)

**1170.**

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1171.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-04-09 · last AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, string suffix structures, strings

[ymmparsa's solution](#)

**1172.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2022-01-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs  
[ymmparsa's solution](#)

**1173.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs  
[ymmparsa's solution](#)

**1174.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings  
[ymmparsa's solution](#)

**1175.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings  
[ymmparsa's solution](#)

**1176.**

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp  
[ymmparsa's solution](#)

**1177.**

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[ymmparsa's solution](#)

**1178.**

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry  
[ymmparsa's solution](#)

**1179.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory  
[ymmparsa's solution](#)

**1180.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, strings  
[ymmparsa's solution](#)

**1181.**

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math  
[ymmparsa's solution](#)

**1182.**

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[ymmparsa's solution](#)

**1183.**

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, number theory

[ymmparsa's solution](#)

**1184.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[ymmparsa's solution](#)

**1185.**

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[ymmparsa's solution](#)

**1186.**

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[ymmparsa's solution](#)

**1187.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[ymmparsa's solution](#)

**1188.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[ymmparsa's solution](#)

**1189.**

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[ymmparsa's solution](#)

**1190.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[ymmparsa's solution](#)

**1191.**

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1192.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[ymmparsa's solution](#)

**1193.**

1497E2

[Square-Free Division \(hard version\) · Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[ymmparsa's solution](#)

**1194.**

528D

[Fuzzy Search · Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft

[ymmparsa's solution](#)

**1195.**

508D

[Tanya and Password · Tutorial](#)

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[ymmparsa's solution](#)

**1196.**

1492E

[Almost Fault-Tolerant Database · Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[ymmparsa's solution](#)

**1197.**

1174E

[Ehab and the Expected GCD Problem · Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2021-02-13 · last AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[ymmparsa's solution](#)

**1198.**

1137C

[Museums Tour · Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2021-02-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, implementation

[ymmparsa's solution](#)

**1199.**

1479C

[Continuous City · Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[ymmparsa's solution](#)

**1200.**

1381C

[Mastermind · Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[ymmparsa's solution](#)

**1201.**

1467E

[Distinctive Roots in a Tree · Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-08 · last AC: 2021-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ymmparsa's solution](#)

**1202.**

1471E

[Strange Shuffle · Tutorial](#)

Rating: 2500 · first AC: 2021-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[ymmparsa's solution](#)

**1203.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs  
[ymmparsa's solution](#)

**1204.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[ymmparsa's solution](#)

**1205.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-12-09 · C++17 (GCC 9-64) (first AC) · Tags: math  
[ymmparsa's solution](#)

**1206.**

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers  
[ymmparsa's solution](#)

**1207.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[ymmparsa's solution](#)

**1208.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers  
[ymmparsa's solution](#)

**1209.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs  
[ymmparsa's solution](#)

**1210.**

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths  
[ymmparsa's solution](#)

**1211.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-29 · C++17 (GCC 9-64) (first AC) · Tags: games, two pointers  
[ymmparsa's solution](#)

**1212.**

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-03-23 · last AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: games  
[ymmparsa's solution](#)

**1213.**

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities  
[ymmparsa's solution](#)

**1214.**

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings  
[ymmparsa's solution](#)

**1215.**

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math  
[ymmparsa's solution](#)

**1216.**

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-07-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers  
[ymmparsa's solution](#)

**1217.**

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy  
[ymmparsa's solution](#)

**1218.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math  
[ymmparsa's solution](#)

**1219.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · last AC: 2025-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft  
[ymmparsa's solution](#)

**1220.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-30 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math  
[ymmparsa's solution](#)

**1221.**

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees  
[ymmparsa's solution](#)

**1222.**

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, data structures, dp, greedy

[ymmparsa's solution](#)

**1223.**

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities, trees

[ymmparsa's solution](#)

**1224.**

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[ymmparsa's solution](#)

**1225.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[ymmparsa's solution](#)

**1226.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ymmparsa's solution](#)

**1227.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-08 · last AC: 2023-05-08 · Rust 2021 (first AC) · Tags: dp, graphs, math, probabilities, trees

[ymmparsa's solution](#)

**1228.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures

[ymmparsa's solution](#)

**1229.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings

[ymmparsa's solution](#)

**1230.**

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[ymmparsa's solution](#)

**1231.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[ymmparsa's solution](#)

**1232.**

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[ymmparsa's solution](#)

### 1233.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[ymmparsa's solution](#)

### 1234.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-11-27 · last AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[ymmparsa's solution](#)

### 1235.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[ymmparsa's solution](#)

### 1236.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[ymmparsa's solution](#)

### 1237.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[ymmparsa's solution](#)

### 1238.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[ymmparsa's solution](#)

### 1239.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2022-04-10 · last AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths

[ymmparsa's solution](#)

### 1240.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities

[ymmparsa's solution](#)

### 1241.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[ymmparsa's solution](#)

### 1242.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[ymmparsa's solution](#)

### 1243.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ymmparsa's solution](#)

### 1244.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-11-30 · last AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

### 1245.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2600 · first AC: 2021-11-27 · last AC: 2021-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[ymmparsa's solution](#)

### 1246.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[ymmparsa's solution](#)

### 1247.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

### 1248.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[ymmparsa's solution](#)

### 1249.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ymmparsa's solution](#)

### 1250.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[ymmparsa's solution](#)

### 1251.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows

[ymmparsa's solution](#)

### 1252.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-18 · last AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[ymmparsa's solution](#)

**1253.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[ymmparsa's solution](#)

**1254.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities  
[ymmparsa's solution](#)

**1255.**

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, probabilities  
[ymmparsa's solution](#)

**1256.**

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math  
[ymmparsa's solution](#)

**1257.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp  
[ymmparsa's solution](#)

**1258.**

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[ymmparsa's solution](#)

**1259.**

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  
[ymmparsa's solution](#)

**1260.**

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, expression parsing  
[ymmparsa's solution](#)

**1261.**

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, expression parsing  
[ymmparsa's solution](#)

**1262.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation  
[ymmparsa's solution](#)

**1263.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ymmparsa's solution](#)

**1264.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory

[ymmparsa's solution](#)

**1265.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[ymmparsa's solution](#)

**1266.**

1398G

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

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, fft, math, number theory

[ymmparsa's solution](#)

**1267.**

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[ymmparsa's solution](#)

**1268.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[ymmparsa's solution](#)

**1269.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[ymmparsa's solution](#)

**1270.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[ymmparsa's solution](#)

**1271.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ymmparsa's solution](#)

**1272.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ymmparsa's solution](#)

**1273.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-05-02 · last AC: 2025-08-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[ymmparsa's solution](#)

**1274.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-12-12 · last AC: 2025-06-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[ymmparsa's solution](#)

**1275.**

2081C

[Quaternary Matrix](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[ymmparsa's solution](#)

**1276.**

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[ymmparsa's solution](#)

**1277.**

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[ymmparsa's solution](#)

**1278.**

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, trees

[ymmparsa's solution](#)

**1279.**

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-01-22 · last AC: 2024-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[ymmparsa's solution](#)

**1280.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[ymmparsa's solution](#)

**1281.**

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[ymmparsa's solution](#)

**1282.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[ymmparsa's solution](#)

**1283.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[ymmparsa's solution](#)

**1284.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,190 global accepts · Rating: 2700 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat

[ymmparsa's solution](#)

**1285.**

995F

[Cowcompany Cowcompensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[ymmparsa's solution](#)

**1286.**

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[ymmparsa's solution](#)

**1287.**

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[ymmparsa's solution](#)

**1288.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[ymmparsa's solution](#)

**1289.**

1782F

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

Rating: 2700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[ymmparsa's solution](#)

**1290.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[ymmparsa's solution](#)

**1291.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2022-11-23 · last AC: 2022-11-26 · Rust 2021 (first AC) · Tags: data structures, divide and conquer, trees

[ymmparsa's solution](#)

**1292.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ymmparsa's solution](#)

**1293.**

1408G

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

Quality: 1,302 global accepts · Rating: 2700 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[ymmparsa's solution](#)

**1294.**

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2022-04-23 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[ymmparsa's solution](#)

**1295.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees

[ymmparsa's solution](#)

**1296.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[ymmparsa's solution](#)

**1297.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1298.**

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[ymmparsa's solution](#)

**1299.**

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1300.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[ymmparsa's solution](#)

**1301.**

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[ymmparsa's solution](#)

**1302.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[ymmparsa's solution](#)

**1303.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry  
[ymmparsa's solution](#)

**1304.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers  
[ymmparsa's solution](#)

**1305.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2700 · first AC: 2021-01-29 · last AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, math, matrices  
[ymmparsa's solution](#)

**1306.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[ymmparsa's solution](#)

**1307.**

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory  
[ymmparsa's solution](#)

**1308.**

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings  
[ymmparsa's solution](#)

**1309.**

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2020-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle  
[ymmparsa's solution](#)

**1310.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths  
[ymmparsa's solution](#)

**1311.**

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees  
[ymmparsa's solution](#)

**1312.**

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2800 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures  
[ymmparsa's solution](#)

**1313.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[ymmparsa's solution](#)

**1314.**

2052G

[Geometric Balance](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[ymmparsa's solution](#)

**1315.**

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[ymmparsa's solution](#)

**1316.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[ymmparsa's solution](#)

**1317.**

2027E1

[Bit Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 2800 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, games, math

[ymmparsa's solution](#)

**1318.**

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[ymmparsa's solution](#)

**1319.**

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[ymmparsa's solution](#)

**1320.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ymmparsa's solution](#)

**1321.**

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[ymmparsa's solution](#)

**1322.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[ymmparsa's solution](#)

**1323.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math  
[ymmparsa's solution](#)

**1324.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs  
[ymmparsa's solution](#)

**1325.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
[ymmparsa's solution](#)

**1326.**

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, trees  
[ymmparsa's solution](#)

**1327.**

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: \*special, bitmasks, data structures, divide and conquer, dsu  
[ymmparsa's solution](#)

**1328.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities  
[ymmparsa's solution](#)

**1329.**

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2022-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive  
[ymmparsa's solution](#)

**1330.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[ymmparsa's solution](#)

**1331.**

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ymmparsa's solution](#)

**1332.**

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory  
[ymmparsa's solution](#)

**1333.**

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[ymmparsa's solution](#)

**1334.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[ymmparsa's solution](#)

**1335.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[ymmparsa's solution](#)

**1336.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2022-04-23 · last AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1337.**

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ymmparsa's solution](#)

**1338.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[ymmparsa's solution](#)

**1339.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ymmparsa's solution](#)

**1340.**

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[ymmparsa's solution](#)

**1341.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[ymmparsa's solution](#)

**1342.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2021-05-06 · last AC: 2021-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[ymmparsa's solution](#)

**1343.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2021-04-22 · last AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[ymmparsa's solution](#)

**1344.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2021-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[ymmparsa's solution](#)

**1345.**

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2021-02-07 · last AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math  
[ymmparsa's solution](#)

**1346.**

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[ymmparsa's solution](#)

**1347.**

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[ymmparsa's solution](#)

**1348.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp  
[ymmparsa's solution](#)

**1349.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees  
[ymmparsa's solution](#)

**1350.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-05-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[ymmparsa's solution](#)

**1351.**

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings  
[ymmparsa's solution](#)

**1352.**

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy  
[ymmparsa's solution](#)

**1353.**

2092F

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

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[ymmparsa's solution](#)

**1354.**

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[ymmparsa's solution](#)

**1355.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2900 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[ymmparsa's solution](#)

**1356.**

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, string suffix structures

[ymmparsa's solution](#)

**1357.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[ymmparsa's solution](#)

**1358.**

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[ymmparsa's solution](#)

**1359.**

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ymmparsa's solution](#)

**1360.**

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ymmparsa's solution](#)

**1361.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[ymmparsa's solution](#)

**1362.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[ymmparsa's solution](#)

**1363.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory

[ymmparsa's solution](#)

**1364.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[ymmparsa's solution](#)

**1365.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ymmparsa's solution](#)

**1366.**

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[ymmparsa's solution](#)

**1367.**

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[ymmparsa's solution](#)

**1368.**

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2022-03-15 · last AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1369.**

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[ymmparsa's solution](#)

**1370.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2022-08-06 · last AC: 2022-08-06 · Rust 2021 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[ymmparsa's solution](#)

**1371.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[ymmparsa's solution](#)

**1372.**

687E

[TOF](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2900 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[ymmparsa's solution](#)

**1373.**

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: \*special, dp, shortest paths, string suffix structures

[ymmparsa's solution](#)

**1374.**

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2021-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1375.**

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[ymmparsa's solution](#)

**1376.**

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1377.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2021-05-16 · last AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[ymmparsa's solution](#)

**1378.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ymmparsa's solution](#)

**1379.**

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2021-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[ymmparsa's solution](#)

**1380.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[ymmparsa's solution](#)

**1381.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[ymmparsa's solution](#)

**1382.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, sortings

[ymmparsa's solution](#)

**1383.**

2062E2

[The Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, implementation, trees

[ymmparsa's solution](#)

**1384.**

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[ymmparsa's solution](#)

**1385.**

1983G

[Your Loss](#) · [Tutorial](#)

Quality: 285 global accepts · Rating: 3000 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, trees

[ymmparsa's solution](#)

**1386.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[ymmparsa's solution](#)

**1387.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math

[ymmparsa's solution](#)

**1388.**

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · last AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1389.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[ymmparsa's solution](#)

**1390.**

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[ymmparsa's solution](#)

**1391.**

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1392.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1393.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2022-12-03 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[ymmparsa's solution](#)

**1394.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp  
[ymmparsa's solution](#)

**1395.**

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar  
[ymmparsa's solution](#)

**1396.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math  
[ymmparsa's solution](#)

**1397.**

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[ymmparsa's solution](#)

**1398.**

436F

[Banners](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 3000 · first AC: 2021-12-14 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp  
[ymmparsa's solution](#)

**1399.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[ymmparsa's solution](#)

**1400.**

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive  
[ymmparsa's solution](#)

**1401.**

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees  
[ymmparsa's solution](#)

**1402.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees  
[ymmparsa's solution](#)

**1403.**

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees  
[ymmparsa's solution](#)

**1404.**

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math  
[ymmparsa's solution](#)

**1405.**

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math  
[ymmparsa's solution](#)

**1406.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math  
[ymmparsa's solution](#)

**1407.**

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings  
[ymmparsa's solution](#)

**1408.**

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees  
[ymmparsa's solution](#)

**1409.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings  
[ymmparsa's solution](#)

**1410.**

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs  
[ymmparsa's solution](#)

**1411.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive  
[ymmparsa's solution](#)

**1412.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory  
[ymmparsa's solution](#)

**1413.**

1609G

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

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[ymmparsa's solution](#)

**1414.**

303E

[Random Ranking](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3000 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[ymmparsa's solution](#)

**1415.**

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[ymmparsa's solution](#)

**1416.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[ymmparsa's solution](#)

**1417.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[ymmparsa's solution](#)

**1418.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2021-04-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[ymmparsa's solution](#)

**1419.**

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 3000 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[ymmparsa's solution](#)

**1420.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[ymmparsa's solution](#)

**1421.**

2147G

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

Quality: 360 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[ymmparsa's solution](#)

**1422.**

2081G1

[Hard Formula](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3100 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[ymmparsa's solution](#)

**1423.**

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[ymmparsa's solution](#)

**1424.**

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ymmparsa's solution](#)

**1425.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2021-04-22 · last AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[ymmparsa's solution](#)

**1426.**

1205E

[Expected Value Again](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3100 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, strings

[ymmparsa's solution](#)

**1427.**

1383C

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

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees

[ymmparsa's solution](#)

**1428.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[ymmparsa's solution](#)

**1429.**

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2023-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[ymmparsa's solution](#)

**1430.**

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[ymmparsa's solution](#)

**1431.**

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[ymmparsa's solution](#)

**1432.**

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · last AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[ymmparsa's solution](#)

**1433.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[ymmparsa's solution](#)

**1434.**

1761F1

[Anti-median \(Easy Version\)](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 3100 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[ymmparsa's solution](#)

**1435.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2022-11-15 · Rust 2021 (first AC) · Tags: divide and conquer, math, number theory, trees  
[ymmparsa's solution](#)

**1436.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[ymmparsa's solution](#)

**1437.**

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees  
[ymmparsa's solution](#)

**1438.**

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[ymmparsa's solution](#)

**1439.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-06-02 · last AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[ymmparsa's solution](#)

**1440.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[ymmparsa's solution](#)

**1441.**

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[ymmparsa's solution](#)

**1442.**

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees  
[ymmparsa's solution](#)

**1443.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[ymmparsa's solution](#)

**1444.**

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[ymmparsa's solution](#)

**1445.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2021-12-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[ymmparsa's solution](#)

**1446.**

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search  
[ymmparsa's solution](#)

**1447.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-03-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory  
[ymmparsa's solution](#)

**1448.**

1184A3

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

Quality: 155 global accepts · Rating: 3100 · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory  
[ymmparsa's solution](#)

**1449.**

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[ymmparsa's solution](#)

**1450.**

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math  
[ymmparsa's solution](#)

**1451.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-03-16 · last AC: 2025-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory  
[ymmparsa's solution](#)

**1452.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive  
[ymmparsa's solution](#)

**1453.**

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, trees  
[ymmparsa's solution](#)

**1454.**

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, trees  
[ymmparsa's solution](#)

**1455.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-02-13 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[ymmparsa's solution](#)

**1456.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ymmparsa's solution](#)

**1457.**

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2022-11-23 · last AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math  
[ymmparsa's solution](#)

**1458.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math  
[ymmparsa's solution](#)

**1459.**

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2022-01-23 · last AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[ymmparsa's solution](#)

**1460.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-09-09 · last AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math  
[ymmparsa's solution](#)

**1461.**

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices  
[ymmparsa's solution](#)

**1462.**

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: games  
[ymmparsa's solution](#)

**1463.**

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, math  
[ymmparsa's solution](#)

**1464.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings  
[ymmparsa's solution](#)

**1465.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, strings  
[ymmparsa's solution](#)

**1466.**

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: trees  
[ymmparsa's solution](#)

**1467.**

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees  
[ymmparsa's solution](#)

**1468.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings  
[ymmparsa's solution](#)

**1469.**

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2023-07-21 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math  
[ymmparsa's solution](#)

**1470.**

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities  
[ymmparsa's solution](#)

**1471.**

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 3300 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy  
[ymmparsa's solution](#)

**1472.**

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[ymmparsa's solution](#)

**1473.**

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[ymmparsa's solution](#)

**1474.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures  
[ymmparsa's solution](#)

**1475.**

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees  
[ymmparsa's solution](#)

**1476.**

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math  
[ymmparsa's solution](#)

**1477.**

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[ymmparsa's solution](#)

**1478.**

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2023-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths  
[ymmparsa's solution](#)

**1479.**

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[ymmparsa's solution](#)

**1480.**

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2023-02-26 · last AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: fft, graphs, trees  
[ymmparsa's solution](#)

**1481.**

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ymmparsa's solution](#)

**1482.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees  
[ymmparsa's solution](#)

**1483.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory  
[ymmparsa's solution](#)

**1484.**

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1485.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2023-02-04 · last AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math  
[ymmparsa's solution](#)

**1486.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two

pointers

[ymmparsa's solution](#)

**1487.**

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3500 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[ymmparsa's solution](#)

**1488.**

103536B

[Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[ymmparsa's solution](#)

**1489.**

105388I

[Geometry Hacking](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1490.**

105388G

[Touching Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1491.**

105388D

[Cycle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ymmparsa's solution](#)

**1492.**

105388C

[-is-this-bitset-](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1493.**

105388B

[Square Locator](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ymmparsa's solution](#)

**1494.**

105388J

[Non-Interactive Nim](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1495.**

105388H

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ymmparsa's solution](#)

**1496.**

105388L

[All-You-Can-Eat](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ymmparsa's solution](#)

**1497.**

105388A

[Coprime Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1498.**

105388K

[String and Nails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1499.**

104118D

[Domination Devil](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1500.**

104118B

[Better than Bitcoin](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1501.**

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1502.**

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1503.**

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1504.**

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1505.**

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1506.**

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1507.**

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1508.**

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1509.**

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1510.**

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1511.**

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1512.**

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1513.**

101667B

[Connect3](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-06 · last AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1514.**

104114M

[Mousetrap](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1515.**

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1516.**

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1517.**

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1518.**

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1519.**

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1520.**

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1521.**

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1522.**

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1523.**

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1524.**

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · last AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[ymmparsa's solution](#)

**1525.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1526.**

102896J

[Jumping Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1527.**

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1528.**

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1529.**

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1530.**

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1531.**

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1532.**

101669B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1533.**

101669J

[Cunning Friends](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1534.**

101669L

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

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1535.**

101669K

[Escape Room](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1536.**

101669A

[Concerts](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1537.**

101669F

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

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1538.**

101669G

[Robots](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1539.**

101669D

[Harry Potter and The Vector Spell](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1540.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1541.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1542.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1543.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1544.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1545.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1546.**

101964F

[Min Max Convert](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1547.**

101964H

[Modern Djinn](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1548.**

101964K

[Points and Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1549.**

101964J

[Rabbit vs Turtle](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1550.**

101964G

[Matrix Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1551.**

101964I

[Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1552.**

101964C

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1553.**

101964E

[Fishermen](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1554.**

101964B

[Broken Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1555.**

100212C

[Order-Preserving Codes](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1556.**

104030J

[Junk Journey](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1557.**

104030E

[Enigmatic Enumeration](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1558.**

104030F

[Foreign Football](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1559.**

104030B

[Berry Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1560.**

104030A

[Ace Arbiter](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1561.**

104030G

[Graduation Guarantee](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1562.**

104030K

[Keyboard Queries](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1563.**

104030H

[Highest Hill](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1564.**

104030D

[Disc District](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1565.**

104030C

[Coffee Cup Combo](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1566.**

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · last AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1567.**

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1568.**

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1569.**

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1570.**

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1571.**

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1572.**

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1573.**

102059A

[Coloring Roads](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1574.**

103931L

[Last Warning of the Competition Finance Officer](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1575.**

103931I

[It Takes Two of Two](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1576.**

103931J

[Just Some Bad Memory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1577.**

103931F

[Forest of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1578.**

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1579.**

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1580.**

103931E

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

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1581.**

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1582.**

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1583.**

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1584.**

102576E

[Contamination](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1585.**

102576I

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

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1586.**

102576F

[The Halfwitters](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1587.**

102576G

[Invited Speakers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1588.**

102576H

[Lighthouses](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1589.**

102576B

[Binomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1590.**

102576L

[Wizards Unite](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1591.**

101485G

[Guessing Camels](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-18 · last AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1592.**

100517L

[Least Common Ancestor](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1593.**

100517J

[Jubilee Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1594.**

100517K

[Kingdom Division 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1595.**

100517H

[Hentium Scheduling](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1596.**

100517I

[IQ Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ymmparsa's solution](#)

**1597.**

100517B

[Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1598.**

103202C

[Mean Streets of Gadgetzan](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1599.**

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1600.**

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1601.**

103202E

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Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
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**1602.**

103202M

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Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1603.**

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1604.**

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1605.**

103202G

[The Witchwood](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1606.**

103202F

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

Rating: — · first AC: 2022-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1607.**

103091L

[Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · last AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1608.**

103091G

[Digging for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1609.**

103091D

[Hedgehog Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

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**1610.**

103091I

[Pipes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1611.**

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1612.**

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1613.**

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1614.**

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1615.**

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1616.**

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1617.**

103091B

[Dots and Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1618.**

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1619.**

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1620.**

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1621.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1622.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1623.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1624.**

103069A

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

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1625.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1626.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1627.**

102979G

[Generate The Array](#) · [Tutorial](#)

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

**1628.**

102979C

[Colorful Squares](#) · [Tutorial](#)

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

**1629.**

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1630.**

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1631.**

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

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

**1632.**

103104C

[Data structure](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1633.**

103104H

[Information Transmission](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1634.**

103104G

[Crossword Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1635.**

103104K

[Chtholly and World-End Battle](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1636.**

103104I

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1637.**

103104A

[CRC Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1638.**

103104D

[Fragmentation merging](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1639.**

103104E

[Revue](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1640.**

103104F

[Battery](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1641.**

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1642.**

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1643.**

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1644.**

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1645.**

103119L

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

Rating: — · first AC: 2022-01-10 · PyPy 3-64 (first AC) · Tags: —  
[ymmparsa's solution](#)

**1646.**

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1647.**

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1648.**

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1649.**

undefined194

[Reactor Cooling](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-07 · C++20 (GCC 11-64) (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1650.**

103098B

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

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1651.**

103098H

[Hackerman](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · PyPy 3-64 (first AC) · Tags: —

[ymmparsa's solution](#)

**1652.**

103098L

[Long Grid Covering](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1653.**

103098A

[Adjacent Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1654.**

103098K

[Königsberg Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
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**1655.**

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1656.**

103098C

[Cartesian MST](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1657.**

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1658.**

103098I

[Interesting Scoring Systems](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1659.**

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1660.**

100492I

[In Touch](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1661.**

100492H

[Handsome Division](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1662.**

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1663.**

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1664.**

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1665.**

103081K

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

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1666.**

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1667.**

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1668.**

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1669.**

103102I

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

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1670.**

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1671.**

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1672.**

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1673.**

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1674.**

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1675.**

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1676.**

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1677.**

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1678.**

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1679.**

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1680.**

102394I

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

Rating: — · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1681.**

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1682.**

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1683.**

102257B

[Bridges](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ymmparsa's solution](#)

**1684.**

undefined249

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1685.**

102346D

[Denouncing Mafia](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1686.**

102257C

[Street Lamps](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1687.**

102257A

[Strange Device](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1688.**

100503D

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

Rating: — · first AC: 2020-10-01 · last AC: 2020-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[ymmparsa's solution](#)

**1689.**

1357A6

[Distinguish four Pauli gates](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1690.**

1357A7

[Distinguish Y, XZ, -Y and -XZ](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1691.**

1357E1

[Power of quantum Fourier transform](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1692.**

1357B2

["Is the number divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1693.**

1357C2

[Prepare superposition of basis states with the same parity](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1694.**

1357C1

[Prepare superposition of basis states with 0s](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1695.**

1357A5

[Distinguish Rz\(·\) g om Ry\(·\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1696.**

1357A3

[Distinguish H from X](#) · Tutorial

Quality: 481 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1697.**

1357B1

["Is the bit string balanced?" oracle](#) · Tutorial

Quality: 216 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1698.**

1357A2

[Distinguish I, CNOTs and SWAP](#) · Tutorial

Quality: 513 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1699.**

1357A4

[Distinguish Rz from R1](#) · Tutorial

Quality: 354 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1700.**

1357A1

[Figure out direction of CNOT](#) · Tutorial

Quality: 634 global accepts · Rating: — · first AC: 2020-06-19 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1701.**

1116D4

[TIE fighter](#) · Tutorial

Quality: 171 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1702.**

1356B2

[Decrement](#) · Tutorial

Quality: 287 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1703.**

1356B1

[Increment](#) · Tutorial

Quality: 286 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1704.**

1356C

[Prepare state  \$|01\rangle + |10\rangle + |11\rangle\$](#)  · Tutorial

Quality: 305 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1705.**

1356A5

[Distinguish Z from -Z](#) · Tutorial

Quality: 334 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1706.**

1356A4

[Distinguish I "— X from CNOT](#) · Tutorial

Quality: 461 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1707.**

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1708.**

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1709.**

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-12 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1710.**

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2020-06-03 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1711.**

1116A1

[Generate state  \$|00\rangle + |01\rangle + |10\rangle\$](#)  · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2020-06-03 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1712.**

1116A2

[Generate equal superposition of four basis states](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: — · first AC: 2020-06-03 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1713.**

1116C3

["Is the number of ones divisible by 3?" oracle](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2020-06-02 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1714.**

1116C2

["Is the bit string periodic?" oracle](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: — · first AC: 2020-06-02 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1715.**

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2020-06-02 · Q# (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1716.**

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-04 · C++17 (GCC 9-64) (first AC) · Tags: \*special  
[ymmparsa's solution](#)

**1717.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, math, number theory

[ymmparsa's solution](#)

**1718.**

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, dfs and similar, geometry, implementation

[ymmparsa's solution](#)

**1719.**

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, bitmasks

[ymmparsa's solution](#)

**1720.**

1302C

[Segment tree or Fenwick?](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: — · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ymmparsa's solution](#)

**1721.**

1275C

[#define AtOCDD0010aB ...](#)

Quality: 698 global accepts · Rating: — · first AC: 2020-01-30 · MS C++ 2017 (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1722.**

1275B

[Code Review](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: — · first AC: 2020-01-30 · MS C++ 2017 (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1723.**

1275A

[B 1DKD\\$KC' 4D CC0](#)

Quality: 891 global accepts · Rating: — · first AC: 2020-01-30 · MS C++ 2017 (first AC) · Tags: \*special

[ymmparsa's solution](#)

**1724.**

1145A

[Thanos Sort](#) · [Tutorial](#)

Quality: 9,267 global accepts · Rating: — · first AC: 2020-01-21 · MS C++ 2017 (first AC) · Tags: \*special, implementation

[ymmparsa's solution](#)

**1725.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-24 · MS C++ 2017 (first AC) · Tags: —

[ymmparsa's solution](#)