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Unique solved — yosupo

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

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

Filters: none

Count: 1,533

1.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[yosupo's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[yosupo's solution](#)

3.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math
[yosupo's solution](#)

4.

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[yosupo's solution](#)

5.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[yosupo's solution](#)

6.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[yosupo's solution](#)

7.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[yosupo's solution](#)

8.

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
[yosupo's solution](#)

9.

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
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10.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yosupo's solution](#)

11.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

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12.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[yosupo's solution](#)

13.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[yosupo's solution](#)

14.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[yosupo's solution](#)

15.

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

[yosupo's solution](#)

16.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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17.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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18.

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[yosupo's solution](#)

19.

1764A

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Quality: 17,454 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[yosupo's solution](#)

20.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two

pointers

[yosupo's solution](#)

21.

1746A

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Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[yosupo's solution](#)

22.

1738A

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[yosupo's solution](#)

23.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[yosupo's solution](#)

24.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[yosupo's solution](#)

25.

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math

[yosupo's solution](#)

26.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[yosupo's solution](#)

27.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yosupo's solution](#)

28.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yosupo's solution](#)

29.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[yosupo's solution](#)

30.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[yosupo's solution](#)

31.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[yosupo's solution](#)

32.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[yosupo's solution](#)

33.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[yosupo's solution](#)

34.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · last AC: 2020-10-18 · C++17 (GCC 9-64) (first AC) · Tags: math
[yosupo's solution](#)

35.

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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36.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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37.

1392A

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

Quality: 21,745 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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38.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,255 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
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39.

1305A

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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
[yosupo's solution](#)

40.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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41.

1307A

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42.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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43.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[yosupo's solution](#)

44.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[yosupo's solution](#)

45.

1209A

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Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[yosupo's solution](#)

46.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-20 · D (first AC) · Tags: greedy
[yosupo's solution](#)

47.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,648 global accepts · Rating: 800 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yosupo's solution](#)

48.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[yosupo's solution](#)

49.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[yosupo's solution](#)

50.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yosupo's solution](#)

51.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yosupo's solution](#)

52.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yosupo's solution](#)

53.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 800 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[yosupo's solution](#)

54.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,976 global accepts · Rating: 800 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, math
[yosupo's solution](#)

55.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2017-12-29 · D (first AC) · Tags: brute force, implementation
[yosupo's solution](#)

56.

802G1

[Fake News \(easy\)](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[yosupo's solution](#)

57.

755A

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

Quality: 19,785 global accepts · Rating: 800 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory
[yosupo's solution](#)

58.

750A

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

Quality: 92,558 global accepts · Rating: 800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math
[yosupo's solution](#)

59.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,806 global accepts · Rating: 800 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: implementation
[yosupo's solution](#)

60.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: implementation
[yosupo's solution](#)

61.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, math
[yosupo's solution](#)

62.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,947 global accepts · Rating: 800 · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: implementation
[yosupo's solution](#)

63.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 800 · first AC: 2014-04-15 · Python 3 (first AC) · Tags: *special, implementation

[yosupo's solution](#)

64.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[yosupo's solution](#)

65.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · last AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[yosupo's solution](#)

66.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[yosupo's solution](#)

67.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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68.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[yosupo's solution](#)

69.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[yosupo's solution](#)

70.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[yosupo's solution](#)

71.

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

[yosupo's solution](#)

72.

765A

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

Quality: 9,560 global accepts · Rating: 900 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[yosupo's solution](#)

73.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 900 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[yosupo's solution](#)

74.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 900 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[yosupo's solution](#)

75.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,272 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yosupo's solution](#)

76.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

77.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
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78.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,027 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
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79.

1089L

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Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: —
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80.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[yosupo's solution](#)

81.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · D (first AC) · Tags: brute force, implementation, strings
[yosupo's solution](#)

82.

913A

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Quality: 24,178 global accepts · Rating: 900 · first AC: 2018-01-08 · D (first AC) · Tags: implementation, math
[yosupo's solution](#)

83.

776A

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Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
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84.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,156 global accepts · Rating: 900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: implementation, strings
[yosupo's solution](#)

85.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

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86.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yosupo's solution](#)

87.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[yosupo's solution](#)

88.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,917 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

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89.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[yosupo's solution](#)

90.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,680 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

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91.

724A

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Quality: 7,555 global accepts · Rating: 1000 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yosupo's solution](#)

92.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yosupo's solution](#)

93.

1266A

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Quality: 17,513 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[yosupo's solution](#)

94.

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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95.

1252A

[Copying Homework](#) · [Tutorial](#)

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

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96.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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97.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

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98.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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99.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: math

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100.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · D (first AC) · Tags: sortings

[yosupo's solution](#)

101.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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102.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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103.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yosupo's solution](#)

104.

644A

[Parliament of Berland](#) · [Tutorial](#)

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: *special, constructive algorithms

[yosupo's solution](#)

105.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,691 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation

[yosupo's solution](#)

106.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,513 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[yosupo's solution](#)

107.

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation

[yosupo's solution](#)

108.

2183B

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

Quality: 16,174 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[yosupo's solution](#)

109.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[yosupo's solution](#)

110.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[yosupo's solution](#)

111.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yosupo's solution](#)

112.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[yosupo's solution](#)

113.

1787B

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

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[yosupo's solution](#)

114.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[yosupo's solution](#)

115.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[yosupo's solution](#)

116.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,384 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[yosupo's solution](#)

117.

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

[yosupo's solution](#)

118.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[yosupo's solution](#)

119.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,553 global accepts · Rating: 1100 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[yosupo's solution](#)

120.

1033B

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

Quality: 11,956 global accepts · Rating: 1100 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yosupo's solution](#)

121.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,319 global accepts · Rating: 1100 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yosupo's solution](#)

122.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yosupo's solution](#)

123.

883M

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

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[yosupo's solution](#)

124.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[yosupo's solution](#)

125.

618B

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

Quality: 8,324 global accepts · Rating: 1100 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: constructive algorithms
[yosupo's solution](#)

126.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: implementation
[yosupo's solution](#)

127.

331C1

[The Great Julia Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: dp
[yosupo's solution](#)

128.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[yosupo's solution](#)

129.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yosupo's solution](#)

130.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[yosupo's solution](#)

131.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[yosupo's solution](#)

132.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[yosupo's solution](#)

133.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[yosupo's solution](#)

134.

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yosupo's solution](#)

135.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[yosupo's solution](#)

136.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, trees

[yosupo's solution](#)

137.

1578E

[Easy Scheduling](#) · [Tutorial](#)

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

[yosupo's solution](#)

138.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[yosupo's solution](#)

139.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yosupo's solution](#)

140.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[yosupo's solution](#)

141.

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

[yosupo's solution](#)

142.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[yosupo's solution](#)

143.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[yosupo's solution](#)

144.

765C

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

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[yosupo's solution](#)

145.

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

[yosupo's solution](#)

146.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yosupo's solution](#)

147.

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[yosupo's solution](#)

148.

1097B

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

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[yosupo's solution](#)

149.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation

[yosupo's solution](#)

150.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yosupo's solution](#)

151.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[yosupo's solution](#)

152.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2018-04-08 · D (first AC) · Tags: implementation

[yosupo's solution](#)

153.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,464 global accepts · Rating: 1200 · first AC: 2018-01-08 · D (first AC) · Tags: implementation, trees

[yosupo's solution](#)

154.

908B

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

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2017-12-29 · D (first AC) · Tags: brute force, implementation

[yosupo's solution](#)

155.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-16 · D (first AC) · Tags: brute force, math

[yosupo's solution](#)

156.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[yosupo's solution](#)

157.

776B

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

Quality: 25,728 global accepts · Rating: 1200 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[yosupo's solution](#)

158.

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[yosupo's solution](#)

159.

708A

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

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2016-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yosupo's solution](#)

160.

645B

[Mischievous Mess Makers](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: greedy, math

[yosupo's solution](#)

161.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[yosupo's solution](#)

162.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[yosupo's solution](#)

163.

461A

[Appleman and Toastman](#) · [Tutorial](#)

Quality: 16,433 global accepts · Rating: 1200 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: greedy, sortings

[yosupo's solution](#)

164.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: brute force, implementation

[yosupo's solution](#)

165.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1200 · first AC: 2013-07-04 · last AC: 2013-07-05 · Python 3 (first AC) · Tags: math

[yosupo's solution](#)

166.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2013-07-04 · Python 3 (first AC) · Tags: brute force, dp, implementation

[yosupo's solution](#)

167.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[yosupo's solution](#)

168.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[yosupo's solution](#)

169.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[yosupo's solution](#)

170.

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

[yosupo's solution](#)

171.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yosupo's solution](#)

172.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[yosupo's solution](#)

173.

1615B

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

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[yosupo's solution](#)

174.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[yosupo's solution](#)

175.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[yosupo's solution](#)

176.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[yosupo's solution](#)

177.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yosupo's solution](#)

178.

889A

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

Rating: 1300 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, trees

[yosupo's solution](#)

179.

1326C

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

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

[yosupo's solution](#)

180.

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

[yosupo's solution](#)

181.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 1300 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yosupo's solution](#)

182.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[yosupo's solution](#)

183.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[yosupo's solution](#)

184.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-20 · D (first AC) · Tags: combinatorics, greedy, math

[yosupo's solution](#)

185.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,677 global accepts · Rating: 1300 · first AC: 2019-07-20 · D (first AC) · Tags: dp, strings

[yosupo's solution](#)

186.

1055B

[Alice and Hairdresser](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation

[yosupo's solution](#)

187.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[yosupo's solution](#)

188.

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-03-24 · D (first AC) · Tags: greedy, implementation

[yosupo's solution](#)

189.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yosupo's solution](#)

190.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[yosupo's solution](#)

191.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[yosupo's solution](#)

192.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[yosupo's solution](#)

193.

526A

[King of Thieves](#) · [Tutorial](#)

Quality: 5,008 global accepts · Rating: 1300 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[yosupo's solution](#)

194.

485B

[Valuable Resources](#) · [Tutorial](#)

Quality: 6,791 global accepts · Rating: 1300 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: brute force, greedy

[yosupo's solution](#)

195.

416B

[Art Union](#) · [Tutorial](#)

Quality: 9,417 global accepts · Rating: 1300 · first AC: 2014-06-11 · GNU C++0x (first AC) · Tags: brute force, dp, implementation

[yosupo's solution](#)

196.

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dfs and similar, trees

[yosupo's solution](#)

197.

426B

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

Quality: 3,960 global accepts · Rating: 1300 · first AC: 2014-05-02 · GNU C++0x (first AC) · Tags: implementation

[yosupo's solution](#)

198.

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

[yosupo's solution](#)

199.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[yosupo's solution](#)

200.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[yosupo's solution](#)

201.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[yosupo's solution](#)

202.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[yosupo's solution](#)

203.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[yosupo's solution](#)

204.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[yosupo's solution](#)

205.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[yosupo's solution](#)

206.

1540A

[Great Graphs](#) · [Tutorial](#)

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

[yosupo's solution](#)

207.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[yosupo's solution](#)

208.

1427B

[Chess Cheater](#) · [Tutorial](#)

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

[yosupo's solution](#)

209.

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

[yosupo's solution](#)

210.

1375C

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

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

[yosupo's solution](#)

211.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[yosupo's solution](#)

212.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation
[yosupo's solution](#)

213.

1284B

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

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

214.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[yosupo's solution](#)

215.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[yosupo's solution](#)

216.

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yosupo's solution](#)

217.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yosupo's solution](#)

218.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,593 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yosupo's solution](#)

219.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[yosupo's solution](#)

220.

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yosupo's solution](#)

221.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yosupo's solution](#)

222.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,446 global accepts · Rating: 1400 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[yosupo's solution](#)

223.

981C

[Useful Decomposition](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · D (first AC) · Tags: implementation, trees
[yosupo's solution](#)

224.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math
[yosupo's solution](#)

225.

958A1

[Death Stars \(easy\)](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[yosupo's solution](#)

226.

866A

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

Rating: 1400 · first AC: 2018-03-24 · D (first AC) · Tags: combinatorics, constructive algorithms, math
[yosupo's solution](#)

227.

843A

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

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-08-24 · D (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings
[yosupo's solution](#)

228.

802J1

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

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2017-05-28 · D (first AC) · Tags: dfs and similar, graphs, trees
[yosupo's solution](#)

229.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[yosupo's solution](#)

230.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,943 global accepts · Rating: 1400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dp
[yosupo's solution](#)

231.

689A

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

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-06 · D (first AC) · Tags: brute force, constructive algorithms, implementation
[yosupo's solution](#)

232.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math
[yosupo's solution](#)

233.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, geometry, math
[yosupo's solution](#)

234.

526B

[Om Nom and Dark Park](#) · [Tutorial](#)

Quality: 4,712 global accepts · Rating: 1400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation
[yosupo's solution](#)

235.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: dp, greedy, implementation, math
[yosupo's solution](#)

236.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: brute force
[yosupo's solution](#)

237.

485A

[Factory](#) · [Tutorial](#)

Quality: 8,769 global accepts · Rating: 1400 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: implementation, math, matrices
[yosupo's solution](#)

238.

475B

[Strongly Connected City](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1400 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[yosupo's solution](#)

239.

436B

[Om Nom and Spiders](#) · [Tutorial](#)

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: implementation, math
[yosupo's solution](#)

240.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-06-11 · GNU C++0x (first AC) · Tags: greedy, implementation, two pointers
[yosupo's solution](#)

241.

438A

[The Child and Toy](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: greedy, sortings
[yosupo's solution](#)

242.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2014-04-29 · last AC: 2014-04-29 · Go (first AC) · Tags: combinatorics, dp, number theory
[yosupo's solution](#)

243.

388A

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

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: greedy, sortings

[yosupo's solution](#)

244.

331A1

[Oh Sweet Beaverette](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: brute force, implementation

[yosupo's solution](#)

245.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yosupo's solution](#)

246.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[yosupo's solution](#)

247.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,745 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[yosupo's solution](#)

248.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[yosupo's solution](#)

249.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[yosupo's solution](#)

250.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[yosupo's solution](#)

251.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math

[yosupo's solution](#)

252.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[yosupo's solution](#)

253.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[yosupo's solution](#)

254.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[yosupo's solution](#)

255.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[yosupo's solution](#)

256.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[yosupo's solution](#)

257.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[yosupo's solution](#)

258.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[yosupo's solution](#)

259.

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

[yosupo's solution](#)

260.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[yosupo's solution](#)

261.

1368B

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

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

[yosupo's solution](#)

262.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[yosupo's solution](#)

263.

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp

[yosupo's solution](#)

264.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[yosupo's solution](#)

265.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[yosupo's solution](#)

266.

1326D1

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

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

[yosupo's solution](#)

267.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[yosupo's solution](#)

268.

1307C

[Cow and Message](#) · [Tutorial](#)

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

[yosupo's solution](#)

269.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[yosupo's solution](#)

270.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[yosupo's solution](#)

271.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[yosupo's solution](#)

272.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[yosupo's solution](#)

273.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yosupo's solution](#)

274.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-20 · D (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yosupo's solution](#)

275.

1158A

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

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[yosupo's solution](#)

276.

1161A

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[yosupo's solution](#)

277.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yosupo's solution](#)

278.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yosupo's solution](#)

279.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yosupo's solution](#)

280.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[yosupo's solution](#)

281.

1054C

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

Quality: 4,488 global accepts · Rating: 1500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yosupo's solution](#)

282.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, sortings

[yosupo's solution](#)

283.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-29 · D (first AC) · Tags: binary search, math

[yosupo's solution](#)

284.

958F1

[Lightsabers \(easy\)](#) · [Tutorial](#)

Quality: 1,816 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[yosupo's solution](#)

285.

960B

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

Quality: 12,393 global accepts · Rating: 1500 · first AC: 2018-04-07 · D (first AC) · Tags: data structures, greedy, sortings
[yosupo's solution](#)

286.

908C

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

Quality: 7,203 global accepts · Rating: 1500 · first AC: 2017-12-29 · D (first AC) · Tags: brute force, geometry, implementation, math
[yosupo's solution](#)

287.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-19 · D (first AC) · Tags: constructive algorithms, trees
[yosupo's solution](#)

288.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,280 global accepts · Rating: 1500 · first AC: 2017-11-17 · D (first AC) · Tags: brute force, dp, greedy, math, number theory
[yosupo's solution](#)

289.

883E

[Field of Wonders](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 1500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[yosupo's solution](#)

290.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · D (first AC) · Tags: dsu, implementation, sortings, two pointers
[yosupo's solution](#)

291.

790A

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-18 · D (first AC) · Tags: constructive algorithms, greedy
[yosupo's solution](#)

292.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[yosupo's solution](#)

293.

555A

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

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation
[yosupo's solution](#)

294.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2015-06-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[yosupo's solution](#)

295.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy, math

[yosupo's solution](#)

296.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++0x (first AC) · Tags: dp

[yosupo's solution](#)

297.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: greedy

[yosupo's solution](#)

298.

414A

[Mashmokh and Numbers](#) · [Tutorial](#)

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-29 · D (first AC) · Tags: constructive algorithms, number theory

[yosupo's solution](#)

299.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,166 global accepts · Rating: 1500 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: brute force, sortings

[yosupo's solution](#)

300.

403A

[Searching for Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: constructive algorithms, graphs

[yosupo's solution](#)

301.

341B

[Bubble Sort Graph](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

[yosupo's solution](#)

302.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 1500 · first AC: 2013-07-20 · GNU C++0x (first AC) · Tags: dfs and similar, shortest paths

[yosupo's solution](#)

303.

329A

[Purification](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1500 · first AC: 2013-07-20 · Python 3 (first AC) · Tags: constructive algorithms, greedy

[yosupo's solution](#)

304.

325A

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

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2013-07-13 · Python 3 (first AC) · Tags: implementation

[yosupo's solution](#)

305.

2084D

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

Quality: 8,842 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

[yosupo's solution](#)

306.

2061D

[Kevin and Numbers](#) · [Tutorial](#)

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures
[yosupo's solution](#)

307.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp
[yosupo's solution](#)

308.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[yosupo's solution](#)

309.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[yosupo's solution](#)

310.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[yosupo's solution](#)

311.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
[yosupo's solution](#)

312.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[yosupo's solution](#)

313.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[yosupo's solution](#)

314.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[yosupo's solution](#)

315.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[yosupo's solution](#)

316.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[yosupo's solution](#)

317.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, two pointers

[yosupo's solution](#)

318.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[yosupo's solution](#)

319.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[yosupo's solution](#)

320.

1336A

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

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[yosupo's solution](#)

321.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[yosupo's solution](#)

322.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[yosupo's solution](#)

323.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2020-02-09 · last AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[yosupo's solution](#)

324.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[yosupo's solution](#)

325.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yosupo's solution](#)

326.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[yosupo's solution](#)

327.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yosupo's solution](#)

328.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[yosupo's solution](#)

329.

657A

[Bear and Forgotten Tree 3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, trees

[yosupo's solution](#)

330.

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games

[yosupo's solution](#)

331.

101647A

[Set Theory](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

332.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,988 global accepts · Rating: 1600 · first AC: 2019-07-30 · D (first AC) · Tags: binary search, brute force, data structures, sortings

[yosupo's solution](#)

333.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yosupo's solution](#)

334.

1056D

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

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[yosupo's solution](#)

335.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yosupo's solution](#)

336.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[yosupo's solution](#)

337.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[yosupo's solution](#)

338.

958E1

[Guard Duty \(easy\)](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math

[yosupo's solution](#)

339.

952C

[Ravioli Sort](#) · [Tutorial](#)

Quality: 3,061 global accepts · Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[yosupo's solution](#)

340.

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[yosupo's solution](#)

341.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-08 · D (first AC) · Tags: bitmasks, dp, greedy

[yosupo's solution](#)

342.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · D (first AC) · Tags: implementation, strings

[yosupo's solution](#)

343.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · D (first AC) · Tags: constructive algorithms

[yosupo's solution](#)

344.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[yosupo's solution](#)

345.

756B

[Travel Card](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1600 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[yosupo's solution](#)

346.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[yosupo's solution](#)

347.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu

[yosupo's solution](#)

348.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2016-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[yosupo's solution](#)

349.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[yosupo's solution](#)

350.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-06 · D (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[yosupo's solution](#)

351.

674B

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[yosupo's solution](#)

352.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, two pointers

[yosupo's solution](#)

353.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,662 global accepts · Rating: 1600 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: geometry, implementation

[yosupo's solution](#)

354.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, graphs

[yosupo's solution](#)

355.

605A

[Sorting Railway Cars](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1600 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[yosupo's solution](#)

356.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 1600 · first AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[yosupo's solution](#)

357.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[yosupo's solution](#)

358.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yosupo's solution](#)

359.

500B

[New Year Permutation](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[yosupo's solution](#)

360.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-09-30 · D (first AC) · Tags: greedy, math, number theory

[yosupo's solution](#)

361.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,052 global accepts · Rating: 1600 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: dfs and similar

[yosupo's solution](#)

362.

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: probabilities

[yosupo's solution](#)

363.

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[yosupo's solution](#)

364.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++0x (first AC) · Tags: greedy, math

[yosupo's solution](#)

365.

416C

[Booking System](#) · [Tutorial](#)

Quality: 8,705 global accepts · Rating: 1600 · first AC: 2014-06-11 · GNU C++0x (first AC) · Tags: binary search, dp, greedy, implementation

[yosupo's solution](#)

366.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: dp, implementation, trees

[yosupo's solution](#)

367.

384C

[Milking cows](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-05-15 · GNU C++0x (first AC) · Tags: greedy

[yosupo's solution](#)

368.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-11 · GNU C++0x (first AC) · Tags: dp

[yosupo's solution](#)

369.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2014-04-06 · D (first AC) · Tags: greedy, implementation

[yosupo's solution](#)

370.

407B

[Long Path](#) · [Tutorial](#)

Quality: 7,162 global accepts · Rating: 1600 · first AC: 2014-03-30 · last AC: 2014-03-30 · GNU C++0x (first AC) · Tags: dp, implementation

[yosupo's solution](#)

371.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 1600 · first AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, geometry, implementation, math

[yosupo's solution](#)

372.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: implementation, math

[yosupo's solution](#)

373.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1600 · first AC: 2013-09-27 · Python 3 (first AC) · Tags: binary search, math, sortings

[yosupo's solution](#)

374.

341A

[Tourist Problem](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: math

[yosupo's solution](#)

375.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-07-27 · Python 3 (first AC) · Tags: greedy

[yosupo's solution](#)

376.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-22 · Python 3 (first AC) · Tags: brute force

[yosupo's solution](#)

377.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yosupo's solution](#)

378.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[yosupo's solution](#)

379.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[yosupo's solution](#)

380.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[yosupo's solution](#)

381.

1942C2

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

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[yosupo's solution](#)

382.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
[yosupo's solution](#)

383.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
[yosupo's solution](#)

384.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
[yosupo's solution](#)

385.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[yosupo's solution](#)

386.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math
[yosupo's solution](#)

387.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[yosupo's solution](#)

388.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[yosupo's solution](#)

389.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[yosupo's solution](#)

390.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[yosupo's solution](#)

391.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[yosupo's solution](#)

392.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math

[yosupo's solution](#)

393.

1368D

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

Quality: 13,661 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[yosupo's solution](#)

394.

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

[yosupo's solution](#)

395.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[yosupo's solution](#)

396.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[yosupo's solution](#)

397.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yosupo's solution](#)

398.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[yosupo's solution](#)

399.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math

[yosupo's solution](#)

400.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[yosupo's solution](#)

401.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yosupo's solution](#)

402.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[yosupo's solution](#)

403.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yosupo's solution](#)

404.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yosupo's solution](#)

405.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[yosupo's solution](#)

406.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[yosupo's solution](#)

407.

1229A

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

Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[yosupo's solution](#)

408.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yosupo's solution](#)

409.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-26 · D (first AC) · Tags: binary search, greedy

[yosupo's solution](#)

410.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, interactive

[yosupo's solution](#)

411.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[yosupo's solution](#)

412.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yosupo's solution](#)

413.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, interactive, sortings
[yosupo's solution](#)

414.

852G

[Bathroom terminal](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1700 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yosupo's solution](#)

415.

1074A

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

Rating: 1700 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[yosupo's solution](#)

416.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures
[yosupo's solution](#)

417.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[yosupo's solution](#)

418.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[yosupo's solution](#)

419.

960C

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

Quality: 4,108 global accepts · Rating: 1700 · first AC: 2018-04-07 · D (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[yosupo's solution](#)

420.

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-24 · D (first AC) · Tags: data structures, dp, greedy, implementation
[yosupo's solution](#)

421.

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[yosupo's solution](#)

422.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[yosupo's solution](#)

423.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[yosupo's solution](#)

424.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar

[yosupo's solution](#)

425.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[yosupo's solution](#)

426.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yosupo's solution](#)

427.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[yosupo's solution](#)

428.

689C

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

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-06 · D (first AC) · Tags: binary search, combinatorics, math

[yosupo's solution](#)

429.

685A

[Robbers' watch](#) · [Tutorial](#)

Quality: 4,502 global accepts · Rating: 1700 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, math

[yosupo's solution](#)

430.

605B

[Lazy Student](#) · [Tutorial](#)

Quality: 3,849 global accepts · Rating: 1700 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[yosupo's solution](#)

431.

590A

[Median Smoothing](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 1700 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: implementation

[yosupo's solution](#)

432.

585B

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

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2015-10-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[yosupo's solution](#)

433.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[yosupo's solution](#)

434.

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[yosupo's solution](#)

435.

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: geometry

[yosupo's solution](#)

436.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: greedy, strings

[yosupo's solution](#)

437.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,397 global accepts · Rating: 1700 · first AC: 2014-11-05 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms

[yosupo's solution](#)

438.

458A

[Golden System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: math

[yosupo's solution](#)

439.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, math

[yosupo's solution](#)

440.

360A

[Levko and Array Recovery](#) · [Tutorial](#)

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2014-04-30 · Go (first AC) · Tags: greedy, implementation

[yosupo's solution](#)

441.

297A

[Parity Game](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2014-04-06 · D (first AC) · Tags: constructive algorithms

[yosupo's solution](#)

442.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy

[yosupo's solution](#)

443.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: implementation

[yosupo's solution](#)

444.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1700 · first AC: 2013-07-04 · last AC: 2013-07-05 · Python 3 (first AC) · Tags: combinatorics, math

[yosupo's solution](#)

445.

321A

[Ciel and Robot](#) · [Tutorial](#)

Quality: 3,901 global accepts · Rating: 1700 · first AC: 2013-06-30 · GNU C++0x (first AC) · Tags: binary search, implementation, math

[yosupo's solution](#)

446.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 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

[yosupo's solution](#)

447.

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

[yosupo's solution](#)

448.

1053A

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

Rating: 1800 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[yosupo's solution](#)

449.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[yosupo's solution](#)

450.

1572A

[Book](#) · [Tutorial](#)

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

[yosupo's solution](#)

451.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[yosupo's solution](#)

452.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[yosupo's solution](#)

453.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[yosupo's solution](#)

454.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[yosupo's solution](#)

455.

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

[yosupo's solution](#)

456.

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

[yosupo's solution](#)

457.

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

[yosupo's solution](#)

458.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[yosupo's solution](#)

459.

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

[yosupo's solution](#)

460.

1326D2

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

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[yosupo's solution](#)

461.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yosupo's solution](#)

462.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[yosupo's solution](#)

463.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[yosupo's solution](#)

464.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[yosupo's solution](#)

465.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[yosupo's solution](#)

466.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yosupo's solution](#)

467.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[yosupo's solution](#)

468.

1267J

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

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yosupo's solution](#)

469.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[yosupo's solution](#)

470.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yosupo's solution](#)

471.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[yosupo's solution](#)

472.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[yosupo's solution](#)

473.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[yosupo's solution](#)

474.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[yosupo's solution](#)

475.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[yosupo's solution](#)

476.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yosupo's solution](#)

477.

958F2

[Lightsabers \(medium\)](#) · [Tutorial](#)

Quality: 1,449 global accepts · Rating: 1800 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[yosupo's solution](#)

478.

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees

[yosupo's solution](#)

479.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[yosupo's solution](#)

480.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yosupo's solution](#)

481.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[yosupo's solution](#)

482.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-28 · D (first AC) · Tags: data structures, greedy

[yosupo's solution](#)

483.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[yosupo's solution](#)

484.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[yosupo's solution](#)

485.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[yosupo's solution](#)

486.

663A

[Rebus](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 1800 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, expression parsing, greedy, math

[yosupo's solution](#)

487.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[yosupo's solution](#)

488.

671A

[Recycling Bottles](#) · [Tutorial](#)

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation

[yosupo's solution](#)

489.

645D

[Robot Rapping Results Report](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1800 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: binary search, dp, graphs

[yosupo's solution](#)

490.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math

[yosupo's solution](#)

491.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2014-11-13 · last AC: 2014-11-13 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures, trees

[yosupo's solution](#)

492.

483D

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

Rating: 1800 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[yosupo's solution](#)

493.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: dsu, graphs, greedy, trees

[yosupo's solution](#)

494.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2014-05-21 · last AC: 2014-05-21 · GNU C++0x (first AC) · Tags: greedy, sortings

[yosupo's solution](#)

495.

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: implementation

[yosupo's solution](#)

496.

403B

[Upgrading Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: dp, greedy, math, number theory

[yosupo's solution](#)

497.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2013-07-27 · GNU C++0x (first AC) · Tags: greedy

[yosupo's solution](#)

498.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2013-07-13 · Python 3 (first AC) · Tags: binary search, math

[yosupo's solution](#)

499.

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

[yosupo's solution](#)

500.

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

[yosupo's solution](#)

501.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[yosupo's solution](#)

502.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[yosupo's solution](#)

503.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[yosupo's solution](#)

504.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[yosupo's solution](#)

505.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings,

trees

[yosupo's solution](#)

506.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[yosupo's solution](#)

507.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[yosupo's solution](#)

508.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[yosupo's solution](#)

509.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[yosupo's solution](#)

510.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[yosupo's solution](#)

511.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[yosupo's solution](#)

512.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[yosupo's solution](#)

513.

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

[yosupo's solution](#)

514.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[yosupo's solution](#)

515.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[yosupo's solution](#)

516.

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

[yosupo's solution](#)

517.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graph matchings, graphs

[yosupo's solution](#)

518.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[yosupo's solution](#)

519.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[yosupo's solution](#)

520.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[yosupo's solution](#)

521.

1361B

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

[yosupo's solution](#)

522.

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

[yosupo's solution](#)

523.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[yosupo's solution](#)

524.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[yosupo's solution](#)

525.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[yosupo's solution](#)

526.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[yosupo's solution](#)

527.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[yosupo's solution](#)

528.

1245D

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

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[yosupo's solution](#)

529.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[yosupo's solution](#)

530.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-20 · D (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[yosupo's solution](#)

531.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · D (first AC) · Tags: brute force, two pointers

[yosupo's solution](#)

532.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[yosupo's solution](#)

533.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yosupo's solution](#)

534.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[yosupo's solution](#)

535.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[yosupo's solution](#)

536.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yosupo's solution](#)

537.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yosupo's solution](#)

538.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yosupo's solution](#)

539.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: interactive, trees
[yosupo's solution](#)

540.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yosupo's solution](#)

541.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices
[yosupo's solution](#)

542.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-03-24 · D (first AC) · Tags: greedy, implementation, sortings
[yosupo's solution](#)

543.

883G

[Orientation of Edges](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[yosupo's solution](#)

544.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp
[yosupo's solution](#)

545.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings
[yosupo's solution](#)

546.

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and

similar, dp, implementation

[yosupo's solution](#)

547.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[yosupo's solution](#)

548.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: binary search, math

[yosupo's solution](#)

549.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[yosupo's solution](#)

550.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers

[yosupo's solution](#)

551.

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[yosupo's solution](#)

552.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[yosupo's solution](#)

553.

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices

[yosupo's solution](#)

554.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2015-08-10 · last AC: 2015-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[yosupo's solution](#)

555.

553B

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

Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

[yosupo's solution](#)

556.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: greedy, implementation

[yosupo's solution](#)

557.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[yosupo's solution](#)

558.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees
[yosupo's solution](#)

559.

458B

[Distributed Join](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-08-10 · GNU C++0x (first AC) · Tags: greedy
[yosupo's solution](#)

560.

377B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 2,448 global accepts · Rating: 1900 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, sortings
[yosupo's solution](#)

561.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: binary search, greedy, two pointers
[yosupo's solution](#)

562.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: divide and conquer, dp, greedy
[yosupo's solution](#)

563.

438B

[The Child and Zoo](#) · [Tutorial](#)

Rating: 1900 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: dp, dsu, sortings
[yosupo's solution](#)

564.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-04-22 · GNU C++0x (first AC) · Tags: data structures, graphs, implementation, two pointers
[yosupo's solution](#)

565.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
[yosupo's solution](#)

566.

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2013-07-17 · GNU C++0x (first AC) · Tags: data structures
[yosupo's solution](#)

567.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-07-05 · last AC: 2013-07-05 · Python 2 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yosupo's solution](#)

568.

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

[yosupo's solution](#)

569.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[yosupo's solution](#)

570.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[yosupo's solution](#)

571.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[yosupo's solution](#)

572.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[yosupo's solution](#)

573.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[yosupo's solution](#)

574.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[yosupo's solution](#)

575.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[yosupo's solution](#)

576.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[yosupo's solution](#)

577.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[yosupo's solution](#)

578.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[yosupo's solution](#)

579.

1558C

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

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

580.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp
[yosupo's solution](#)

581.

1427D

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Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[yosupo's solution](#)

582.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp
[yosupo's solution](#)

583.

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
[yosupo's solution](#)

584.

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, strings
[yosupo's solution](#)

585.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[yosupo's solution](#)

586.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[yosupo's solution](#)

587.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees
[yosupo's solution](#)

588.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[yosupo's solution](#)

589.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
[yosupo's solution](#)

590.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[yosupo's solution](#)

591.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[yosupo's solution](#)

592.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation
[yosupo's solution](#)

593.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers
[yosupo's solution](#)

594.

1229B

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

Rating: 2000 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees
[yosupo's solution](#)

595.

1209E1

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

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[yosupo's solution](#)

596.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
[yosupo's solution](#)

597.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-30 · D (first AC) · Tags: constructive algorithms, graphs, greedy, sortings
[yosupo's solution](#)

598.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[yosupo's solution](#)

599.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive
[yosupo's solution](#)

600.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[yosupo's solution](#)

601.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,499 global accepts · Rating: 2000 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[yosupo's solution](#)

602.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[yosupo's solution](#)

603.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[yosupo's solution](#)

604.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp
[yosupo's solution](#)

605.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
[yosupo's solution](#)

606.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-17 · D (first AC) · Tags: constructive algorithms, greedy
[yosupo's solution](#)

607.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-08-24 · D (first AC) · Tags: brute force, interactive, probabilities

[yosupo's solution](#)

608.

806B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[yosupo's solution](#)

609.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,218 global accepts · Rating: 2000 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[yosupo's solution](#)

610.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yosupo's solution](#)

611.

663B

[International Olympiad](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[yosupo's solution](#)

612.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-06 · D (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[yosupo's solution](#)

613.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[yosupo's solution](#)

614.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: dp, greedy, strings, trees

[yosupo's solution](#)

615.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-08 · GNU C++11 (first AC) · Tags: math, number theory

[yosupo's solution](#)

616.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[yosupo's solution](#)

617.

526C

[Om Nom and Candies](#) · [Tutorial](#)

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[yosupo's solution](#)

618.

516B

[Brazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures, graph matchings, greedy, implementation
[yosupo's solution](#)

619.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: bitmasks, probabilities
[yosupo's solution](#)

620.

464B

[Restore Cube](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2000 · first AC: 2014-11-13 · GNU C++0x (first AC) · Tags: brute force, geometry
[yosupo's solution](#)

621.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2014-10-05 · GNU C++0x (first AC) · Tags: brute force, data structures, math
[yosupo's solution](#)

622.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-09-30 · D (first AC) · Tags: dfs and similar, dp, trees
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623.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2014-08-26 · GNU C++0x (first AC) · Tags: dfs and similar, dp, trees
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624.

453B

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Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp
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625.

383C

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Quality: 7,523 global accepts · Rating: 2000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: data structures, dfs and similar, trees
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626.

449B

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Quality: 10,593 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: graphs, greedy, shortest paths
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627.

367C

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Quality: 1,924 global accepts · Rating: 2000 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: graphs, greedy, sortings
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628.

446B

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Quality: 3,856 global accepts · Rating: 2000 · first AC: 2014-07-13 · GNU C++0x (first AC) · Tags: brute force, data structures, greedy
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629.

360B

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Quality: 3,493 global accepts · Rating: 2000 · first AC: 2014-05-01 · GNU C++0x (first AC) · Tags: binary search, dp

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630.

388C

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Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-03 · GNU C++0x (first AC) · Tags: games, greedy, sortings

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631.

261C

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Quality: 836 global accepts · Rating: 2000 · first AC: 2014-01-30 · GNU C++0x (first AC) · Tags: constructive algorithms, dp, math

[yosupo's solution](#)

632.

341C

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

Rating: 2000 · first AC: 2013-08-30 · GNU C++0x (first AC) · Tags: combinatorics, dp, math

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633.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-22 · GNU C++ (first AC) · Tags: brute force, implementation

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634.

2183D2

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Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

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635.

2183E

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Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

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636.

2161D

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637.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

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638.

2061F1

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Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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639.

1942D

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640.

1938J

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641.

1919D

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642.

1896E

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Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

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643.

1787E

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644.

1621D

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645.

1553E

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646.

1483C

[Skyline Photo](#) · [Tutorial](#)

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647.

1450C1

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648.

1446C

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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

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649.

1392E

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650.

1299C

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651.

936B

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652.

1120C

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1284D

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654.

1266E

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655.

1267K

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656.

1025D

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657.

1250C

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658.

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659.

1240C

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660.

1158C

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structures, dfs and similar, graphs, greedy, math, sortings

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661.

1146D

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662.

1098B

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663.

1056E

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664.

852D

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665.

852C

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852E

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667.

1074C

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668.

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960F

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960D

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875C

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672.

840B

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673.

802D1

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674.

802J2

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Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-28 · D (first AC) · Tags: dp, trees
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790B

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676.

776E

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Quality: 2,444 global accepts · Rating: 2100 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: math, number theory
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677.

286C

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678.

689D

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679.

587B

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615E

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681.

590B

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682.

549H

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484B

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475C

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686.

464C

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687.

283C

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688.

458C

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689.

455C

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690.

354C

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691.

356C

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692.

372C

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693.

431D

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694.

414C

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695.

348B

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696.

333D

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697.

2178F

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698.

2101C

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699.

1991F

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700.

1938E

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Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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701.

1909F1

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702.

1737D

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703.

1704E

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704.

1672E

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Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

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705.

1616E

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706.

1615D

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707.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

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708.

1580C

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709.

1552F

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710.

1477C

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711.

1428E

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Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

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712.

765E

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713.

868D

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Quality: 1,005 global accepts · Rating: 2200 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

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714.

1336C

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Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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715.

1338C

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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

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716.

1305E

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717.

634D

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Rating: 2200 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[yosupo's solution](#)

718.

657B

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

Rating: 2200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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719.

1168C

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Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · D (first AC) · Tags: bitmasks, dp

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720.

1158B

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Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

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721.

1110E

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Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

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722.

1110D

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723.

1097D

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724.

1089A

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725.

852F

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726.

981E

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727.

966C

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728.

958E2

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729.

958B2

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730.

908D

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731.

906B

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732.

901B

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733.

883A

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734.

875D

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735.

802G2

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736.

802D2

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[yosupo's solution](#)

737.

806C

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Rating: 2200 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

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738.

756C

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739.

757D

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740.

713B

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741.

663C

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742.

679B

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743.

645E

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Quality: 1,407 global accepts · Rating: 2200 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: dp, greedy, strings

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744.

650C

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745.

618D

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Quality: 1,895 global accepts · Rating: 2200 · first AC: 2016-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
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746.

587C

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Quality: 4,735 global accepts · Rating: 2200 · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: data structures, trees
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747.

590C

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Quality: 3,553 global accepts · Rating: 2200 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
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748.

559C

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Quality: 8,095 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
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749.

555C

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Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures
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750.

553C

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751.

549C

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752.

549G

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753.

526D

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754.

521C

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755.

509D

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756.

429D

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757.

338C

[Divisor Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2014-09-30 · last AC: 2014-09-30 · D (first AC) · Tags: brute force, dp, number theory
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758.

461C

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759.

351E

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760.

453C

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761.

346C

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Quality: 1,506 global accepts · Rating: 2200 · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: greedy, math
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762.

406D

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763.

403C

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764.

369D

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765.

2147E

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766.

1942E

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767.

1938G

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768.

1919F1

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769.

1916E

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[yosupo's solution](#)

770.

1870E

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771.

1738E

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772.

1621E

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773.

1610E

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774.

1603C

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Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

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775.

1548D1

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Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number

theory

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1552E

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[yosupo's solution](#)

777.

1553F

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Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

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779.

1450C2

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Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[yosupo's solution](#)

780.

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[yosupo's solution](#)

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1404C

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Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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1394B

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1314D

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1148E

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878B

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786.

936C

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787.

1292C

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788.

1270E

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789.

1268C

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790.

1245E

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1245F

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1250E

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793.

1250G

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794.

101647B

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Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp
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796.

852I

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797.

995C

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798.

960E

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Quality: 2,270 global accepts · Rating: 2300 · first AC: 2018-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

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799.

901C

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Quality: 1,298 global accepts · Rating: 2300 · first AC: 2017-12-19 · D (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[yosupo's solution](#)

800.

891C

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Quality: 3,006 global accepts · Rating: 2300 · first AC: 2017-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

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801.

883C

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Quality: 663 global accepts · Rating: 2300 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

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802.

802G3

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Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-05-28 · last AC: 2017-08-23 · D (first AC) · Tags: string suffix structures

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803.

830C

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Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

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804.

668F

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Rating: 2300 · first AC: 2017-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

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805.

713C

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Quality: 6,533 global accepts · Rating: 2300 · first AC: 2016-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

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806.

708C

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807.

594C

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Quality: 759 global accepts · Rating: 2300 · first AC: 2015-11-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, two pointers

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808.

590D

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Quality: 1,333 global accepts · Rating: 2300 · first AC: 2015-10-25 · GNU C++11 (first AC) · Tags: dp

[yosupo's solution](#)

809.

549B

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Quality: 1,586 global accepts · Rating: 2300 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yosupo's solution](#)

810.

553D

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Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

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811.

516C

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Rating: 2300 · first AC: 2015-02-17 · GNU C++0x (first AC) · Tags: data structures

[yosupo's solution](#)

812.

500E

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Quality: 1,582 global accepts · Rating: 2300 · first AC: 2014-12-30 · last AC: 2014-12-31 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[yosupo's solution](#)

813.

364C

[Beautiful Set](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2300 · first AC: 2014-09-19 · GNU C++0x (first AC) · Tags: brute force, number theory

[yosupo's solution](#)

814.

414D

[Mashmikh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

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815.

429C

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Quality: 1,030 global accepts · Rating: 2300 · first AC: 2014-07-18 · GNU C++0x (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

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816.

444B

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817.

438D

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Quality: 11,597 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: data structures, math

[yosupo's solution](#)

818.

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2014-04-28 · GNU C++0x (first AC) · Tags: binary search, data structures, hashing

[yosupo's solution](#)

819.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++0x (first AC) · Tags: data structures, dp

[yosupo's solution](#)

820.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-03-22 · GNU C++0x (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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821.

403D

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Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++0x (first AC) · Tags: combinatorics, dp

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822.

2161E

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Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

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823.

2096E

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Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[yosupo's solution](#)

824.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 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

[yosupo's solution](#)

825.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

826.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[yosupo's solution](#)

827.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[yosupo's solution](#)

828.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[yosupo's solution](#)

829.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[yosupo's solution](#)

830.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[yosupo's solution](#)

831.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[yosupo's solution](#)

832.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[yosupo's solution](#)

833.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[yosupo's solution](#)

834.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[yosupo's solution](#)

835.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[yosupo's solution](#)

836.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[yosupo's solution](#)

837.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 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

[yosupo's solution](#)

838.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[yosupo's solution](#)

839.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[yosupo's solution](#)

840.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[yosupo's solution](#)

841.

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[yosupo's solution](#)

842.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[yosupo's solution](#)

843.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[yosupo's solution](#)

844.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[yosupo's solution](#)

845.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[yosupo's solution](#)

846.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

847.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[yosupo's solution](#)

848.

1229C

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

Rating: 2400 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[yosupo's solution](#)

849.

657C

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

Rating: 2400 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
[yosupo's solution](#)

850.

101647D

[Masha and Cactus](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

851.

101647C

[Eleventh Birthday](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

852.

1161D

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-05-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[yosupo's solution](#)

853.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation
[yosupo's solution](#)

854.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[yosupo's solution](#)

855.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings
[yosupo's solution](#)

856.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · last AC: 2018-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry
[yosupo's solution](#)

857.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[yosupo's solution](#)

858.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yosupo's solution](#)

859.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[yosupo's solution](#)

860.

1074D

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

Rating: 2400 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing
[yosupo's solution](#)

861.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory
[yosupo's solution](#)

862.

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-03-24 · D (first AC) · Tags: data structures, greedy, two pointers
[yosupo's solution](#)

863.

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2018-03-24 · D (first AC) · Tags: binary search, dp, probabilities
[yosupo's solution](#)

864.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths
[yosupo's solution](#)

865.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2017-12-29 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation
[yosupo's solution](#)

866.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs
[yosupo's solution](#)

867.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[yosupo's solution](#)

868.

802J3

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

Quality: 369 global accepts · Rating: 2400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees
[yosupo's solution](#)

869.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[yosupo's solution](#)

870.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2017-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[yosupo's solution](#)

871.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2017-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[yosupo's solution](#)

872.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[yosupo's solution](#)

873.

679C

[Bear and Square Grid](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2400 · first AC: 2016-06-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, implementation

[yosupo's solution](#)

874.

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2015-12-09 · GNU C++11 (first AC) · Tags: geometry

[yosupo's solution](#)

875.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: data structures, dp

[yosupo's solution](#)

876.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: number theory

[yosupo's solution](#)

877.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2015-04-04 · GNU C++11 (first AC) · Tags: dp, implementation

[yosupo's solution](#)

878.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: dfs and similar

[yosupo's solution](#)

879.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2014-12-31 · GNU C++0x (first AC) · Tags: data structures, dp, number theory

[yosupo's solution](#)

880.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: dp, probabilities, two pointers

[yosupo's solution](#)

881.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2014-11-09 · GNU C++0x (first AC) · Tags: data structures, dp, greedy

[yosupo's solution](#)

882.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2014-09-04 · D (first AC) · Tags: constructive algorithms

[yosupo's solution](#)

883.

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: data structures

[yosupo's solution](#)

884.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, dp

[yosupo's solution](#)

885.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-18 · GNU C++0x (first AC) · Tags: data structures

[yosupo's solution](#)

886.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2014-07-15 · GNU C++0x (first AC) · Tags: data structures, math, number theory

[yosupo's solution](#)

887.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2014-01-26 · last AC: 2014-01-26 · GNU C++0x (first AC) · Tags: data structures

[yosupo's solution](#)

888.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[yosupo's solution](#)

889.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures,

implementation, sortings, two pointers

[yosupo's solution](#)

890.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[yosupo's solution](#)

891.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[yosupo's solution](#)

892.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[yosupo's solution](#)

893.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[yosupo's solution](#)

894.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[yosupo's solution](#)

895.

1586F

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

Rating: 2500 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[yosupo's solution](#)

896.

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[yosupo's solution](#)

897.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[yosupo's solution](#)

898.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[yosupo's solution](#)

899.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[yosupo's solution](#)

900.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[yosupo's solution](#)

901.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yosupo's solution](#)

902.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-06-16 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[yosupo's solution](#)

903.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[yosupo's solution](#)

904.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[yosupo's solution](#)

905.

1314B

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

Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[yosupo's solution](#)

906.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[yosupo's solution](#)

907.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[yosupo's solution](#)

908.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings

[yosupo's solution](#)

909.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, trees
[yosupo's solution](#)

910.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[yosupo's solution](#)

911.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
[yosupo's solution](#)

912.

1209E2

[Rotato Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[yosupo's solution](#)

913.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-30 · D (first AC) · Tags: flows, graph matchings, graphs
[yosupo's solution](#)

914.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[yosupo's solution](#)

915.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[yosupo's solution](#)

916.

1089C

[Cactus Search](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 2500 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: interactive
[yosupo's solution](#)

917.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math
[yosupo's solution](#)

918.

852A

[Digits](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 2500 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[yosupo's solution](#)

919.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[yosupo's solution](#)

920.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[yosupo's solution](#)

921.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy
[yosupo's solution](#)

922.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yosupo's solution](#)

923.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings
[yosupo's solution](#)

924.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[yosupo's solution](#)

925.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

926.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2017-12-29 · D (first AC) · Tags: bitmasks, combinatorics, dp, math
[yosupo's solution](#)

927.

883L

[Berland.Taxi](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[yosupo's solution](#)

928.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math
[yosupo's solution](#)

929.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-16 · D (first AC) · Tags: dsu, graphs, greedy
[yosupo's solution](#)

930.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities
[yosupo's solution](#)

931.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-08-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[yosupo's solution](#)

932.

790C

[Bear and Company](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-03-18 · D (first AC) · Tags: dp
[yosupo's solution](#)

933.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
[yosupo's solution](#)

934.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[yosupo's solution](#)

935.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-18 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[yosupo's solution](#)

936.

613C

[Necklace](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2016-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[yosupo's solution](#)

937.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2015-11-09 · last AC: 2015-11-09 · GNU C++11 (first AC) · Tags: data structures, number theory
[yosupo's solution](#)

938.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[yosupo's solution](#)

939.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2014-12-04 · GNU C++0x (first AC) · Tags: constructive algorithms, number theory
[yosupo's solution](#)

940.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2014-11-11 · last AC: 2014-11-15 · GNU C++0x (first AC) · Tags: binary search, constructive algorithms, data structures
[yosupo's solution](#)

941.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2014-08-07 · GNU C++0x (first AC) · Tags: dp, matrices

[yosupo's solution](#)

942.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: dp, matrices

[yosupo's solution](#)

943.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, data structures

[yosupo's solution](#)

944.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-07-18 · GNU C++0x (first AC) · Tags: data structures, greedy

[yosupo's solution](#)

945.

444D

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2500 · first AC: 2014-07-18 · GNU C++0x (first AC) · Tags: binary search, hashing, strings, two pointers

[yosupo's solution](#)

946.

438C

[The Child and Polygon](#) · [Tutorial](#)

Rating: 2500 · first AC: 2014-07-12 · last AC: 2014-07-12 · GNU C++0x (first AC) · Tags: dp, geometry

[yosupo's solution](#)

947.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2014-05-02 · last AC: 2014-05-02 · D (first AC) · Tags: combinatorics, dp

[yosupo's solution](#)

948.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2014-03-30 · last AC: 2014-03-30 · GNU C++0x (first AC) · Tags: brute force, combinatorics, implementation, math

[yosupo's solution](#)

949.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2014-01-28 · last AC: 2014-01-28 · GNU C++0x (first AC) · Tags: dp, two pointers

[yosupo's solution](#)

950.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2013-07-20 · Python 3 (first AC) · Tags: constructive algorithms

[yosupo's solution](#)

951.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[yosupo's solution](#)

952.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[yosupo's solution](#)

953.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yosupo's solution](#)

954.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games

[yosupo's solution](#)

955.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[yosupo's solution](#)

956.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[yosupo's solution](#)

957.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[yosupo's solution](#)

958.

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

[yosupo's solution](#)

959.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[yosupo's solution](#)

960.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[yosupo's solution](#)

961.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[yosupo's solution](#)

962.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[yosupo's solution](#)

963.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[yosupo's solution](#)

964.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[yosupo's solution](#)

965.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[yosupo's solution](#)

966.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[yosupo's solution](#)

967.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[yosupo's solution](#)

968.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[yosupo's solution](#)

969.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[yosupo's solution](#)

970.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[yosupo's solution](#)

971.

634E

[Preorder Test](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy

[yosupo's solution](#)

972.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[yosupo's solution](#)

973.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[yosupo's solution](#)

974.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[yosupo's solution](#)

975.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yosupo's solution](#)

976.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[yosupo's solution](#)

977.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-07 · last AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[yosupo's solution](#)

978.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[yosupo's solution](#)

979.

966D

[Aztec Catacombs](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[yosupo's solution](#)

980.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[yosupo's solution](#)

981.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: fft

[yosupo's solution](#)

982.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2017-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[yosupo's solution](#)

983.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[yosupo's solution](#)

984.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[yosupo's solution](#)

985.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2017-09-01 · last AC: 2017-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[yosupo's solution](#)

986.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2017-08-24 · D (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[yosupo's solution](#)

987.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[yosupo's solution](#)

988.

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2016-12-30 · last AC: 2016-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[yosupo's solution](#)

989.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-09-06 · last AC: 2016-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp

[yosupo's solution](#)

990.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2016-07-22 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[yosupo's solution](#)

991.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[yosupo's solution](#)

992.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[yosupo's solution](#)

993.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2015-02-07 · GNU C++0x (first AC) · Tags: constructive algorithms, data structures

[yosupo's solution](#)

994.

482C

[Game with Strings](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2014-11-10 · GNU C++0x (first AC) · Tags: bitmasks, dp, probabilities
[yosupo's solution](#)

995.

484C

[Strange Sorting](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2600 · first AC: 2014-11-10 · D (first AC) · Tags: implementation, math
[yosupo's solution](#)

996.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2014-01-31 · last AC: 2014-01-31 · GNU C++0x (first AC) · Tags: dp
[yosupo's solution](#)

997.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2014-01-26 · GNU C++0x (first AC) · Tags: dp, math, probabilities
[yosupo's solution](#)

998.

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
[yosupo's solution](#)

999.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[yosupo's solution](#)

1000.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[yosupo's solution](#)

1001.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[yosupo's solution](#)

1002.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[yosupo's solution](#)

1003.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[yosupo's solution](#)

1004.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[yosupo's solution](#)

1005.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[yosupo's solution](#)

1006.

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[yosupo's solution](#)

1007.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[yosupo's solution](#)

1008.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 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

[yosupo's solution](#)

1009.

1423E

[5G Antenna Towers](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[yosupo's solution](#)

1010.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[yosupo's solution](#)

1011.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[yosupo's solution](#)

1012.

1336E1

[Chori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[yosupo's solution](#)

1013.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[yosupo's solution](#)

1014.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs
[yosupo's solution](#)

1015.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[yosupo's solution](#)

1016.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2020-01-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yosupo's solution](#)

1017.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[yosupo's solution](#)

1018.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-05 · last AC: 2019-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
[yosupo's solution](#)

1019.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[yosupo's solution](#)

1020.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-04-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs
[yosupo's solution](#)

1021.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[yosupo's solution](#)

1022.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[yosupo's solution](#)

1023.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees
[yosupo's solution](#)

1024.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2018-06-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[yosupo's solution](#)

1025.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[yosupo's solution](#)

1026.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[yosupo's solution](#)

1027.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[yosupo's solution](#)

1028.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-19 · D (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yosupo's solution](#)

1029.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[yosupo's solution](#)

1030.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2014-12-31 · last AC: 2014-12-31 · GNU C++0x (first AC) · Tags: dp, matrices

[yosupo's solution](#)

1031.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2014-11-12 · GNU C++0x (first AC) · Tags: combinatorics, dp, trees

[yosupo's solution](#)

1032.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2014-09-30 · D (first AC) · Tags: dp, probabilities

[yosupo's solution](#)

1033.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: data structures

[yosupo's solution](#)

1034.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2014-03-31 · last AC: 2014-08-08 · D (first AC) · Tags: dp, hashing

[yosupo's solution](#)

1035.

388D

[Fox and Perfect Sets](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2014-02-04 · GNU C++0x (first AC) · Tags: math

[yosupo's solution](#)

1036.

183D

[T-shirt](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2700 · first AC: 2014-01-28 · last AC: 2014-01-28 · GNU C++0x (first AC) · Tags: dp, greedy, probabilities

[yosupo's solution](#)

1037.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2014-01-27 · GNU C++0x (first AC) · Tags: graphs, greedy

[yosupo's solution](#)

1038.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[yosupo's solution](#)

1039.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[yosupo's solution](#)

1040.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[yosupo's solution](#)

1041.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yosupo's solution](#)

1042.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[yosupo's solution](#)

1043.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[yosupo's solution](#)

1044.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[yosupo's solution](#)

1045.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[yosupo's solution](#)

1046.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[yosupo's solution](#)

1047.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[yosupo's solution](#)

1048.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[yosupo's solution](#)

1049.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[yosupo's solution](#)

1050.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[yosupo's solution](#)

1051.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[yosupo's solution](#)

1052.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[yosupo's solution](#)

1053.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yosupo's solution](#)

1054.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[yosupo's solution](#)

1055.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2019-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, math
[yosupo's solution](#)

1056.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, trees
[yosupo's solution](#)

1057.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yosupo's solution](#)

1058.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[yosupo's solution](#)

1059.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2018-05-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory, trees
[yosupo's solution](#)

1060.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities
[yosupo's solution](#)

1061.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees
[yosupo's solution](#)

1062.

802D3

[Marmots \(hard\)](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 2800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[yosupo's solution](#)

1063.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2017-01-12 · last AC: 2017-03-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths
[yosupo's solution](#)

1064.

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2017-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees
[yosupo's solution](#)

1065.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2016-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[yosupo's solution](#)

1066.

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2016-06-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[yosupo's solution](#)

1067.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, number theory

[yosupo's solution](#)

1068.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2015-08-10 · last AC: 2015-08-10 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[yosupo's solution](#)

1069.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2015-06-28 · last AC: 2015-06-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[yosupo's solution](#)

1070.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2015-03-02 · last AC: 2015-03-02 · GNU C++0x (first AC) · Tags: greedy

[yosupo's solution](#)

1071.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2014-11-19 · GNU C++0x (first AC) · Tags: dsu, math

[yosupo's solution](#)

1072.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2014-07-17 · last AC: 2014-07-19 · GNU C++0x (first AC) · Tags: math, matrices, probabilities

[yosupo's solution](#)

1073.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[yosupo's solution](#)

1074.

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

[yosupo's solution](#)

1075.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[yosupo's solution](#)

1076.

1053D

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory
[yosupo's solution](#)

1077.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices
[yosupo's solution](#)

1078.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
[yosupo's solution](#)

1079.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[yosupo's solution](#)

1080.

1540C2

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

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[yosupo's solution](#)

1081.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[yosupo's solution](#)

1082.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[yosupo's solution](#)

1083.

889D

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

Rating: 2900 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[yosupo's solution](#)

1084.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy
[yosupo's solution](#)

1085.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[yosupo's solution](#)

1086.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[yosupo's solution](#)

1087.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2019-11-20 · last AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[yosupo's solution](#)

1088.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[yosupo's solution](#)

1089.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-12-06 · last AC: 2018-12-06 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees

[yosupo's solution](#)

1090.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2018-12-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs

[yosupo's solution](#)

1091.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[yosupo's solution](#)

1092.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[yosupo's solution](#)

1093.

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[yosupo's solution](#)

1094.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[yosupo's solution](#)

1095.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2015-10-12 · last AC: 2015-10-12 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[yosupo's solution](#)

1096.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2014-12-03 · GNU C++0x (first AC) · Tags: data structures

[yosupo's solution](#)

1097.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2014-09-19 · D (first AC) · Tags: brute force, math, probabilities

[yosupo's solution](#)

1098.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[yosupo's solution](#)

1099.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[yosupo's solution](#)

1100.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[yosupo's solution](#)

1101.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[yosupo's solution](#)

1102.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[yosupo's solution](#)

1103.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[yosupo's solution](#)

1104.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[yosupo's solution](#)

1105.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[yosupo's solution](#)

1106.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[yosupo's solution](#)

1107.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[yosupo's solution](#)

1108.

1423I

[Lookup Tables](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3000 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks
[yosupo's solution](#)

1109.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2020-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math
[yosupo's solution](#)

1110.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[yosupo's solution](#)

1111.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2020-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[yosupo's solution](#)

1112.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[yosupo's solution](#)

1113.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[yosupo's solution](#)

1114.

634F

[Orchestra](#) · [Tutorial](#)

Rating: 3000 · first AC: 2019-11-21 · C++17 (GCC 7-32) (first AC) · Tags: two pointers
[yosupo's solution](#)

1115.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yosupo's solution](#)

1116.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yosupo's solution](#)

1117.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2018-11-09 · last AC: 2018-11-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[yosupo's solution](#)

1118.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2018-07-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[yosupo's solution](#)

1119.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2017-08-24 · D (first AC) · Tags: flows, graphs

[yosupo's solution](#)

1120.

806E

[Blog Post Rating](#) · [Tutorial](#)

Rating: 3000 · first AC: 2017-05-07 · last AC: 2017-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yosupo's solution](#)

1121.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2015-10-04 · D (first AC) · Tags: bitmasks, dp, expression parsing

[yosupo's solution](#)

1122.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2014-11-26 · GNU C++0x (first AC) · Tags: binary search, shortest paths, strings

[yosupo's solution](#)

1123.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2014-11-15 · GNU C++0x (first AC) · Tags: data structures, graphs, shortest paths

[yosupo's solution](#)

1124.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2014-08-07 · GNU C++0x (first AC) · Tags: dp, matrices

[yosupo's solution](#)

1125.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2014-08-04 · GNU C++0x (first AC) · Tags: graphs

[yosupo's solution](#)

1126.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[yosupo's solution](#)

1127.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

[yosupo's solution](#)

1128.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy
[yosupo's solution](#)

1129.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft
[yosupo's solution](#)

1130.

1383C

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

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[yosupo's solution](#)

1131.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2020-06-24 · last AC: 2020-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[yosupo's solution](#)

1132.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths
[yosupo's solution](#)

1133.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-05 · last AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices, probabilities
[yosupo's solution](#)

1134.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
[yosupo's solution](#)

1135.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, shortest paths
[yosupo's solution](#)

1136.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[yosupo's solution](#)

1137.

1229E1

[Marek and Matching \(easy version\)](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities
[yosupo's solution](#)

1138.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, trees
[yosupo's solution](#)

1139.

958A3

[Death Stars \(hard\)](#) · [Tutorial](#)

Quality: 53 global accepts · Rating: 3100 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1140.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yosupo's solution](#)

1141.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2016-01-25 · GNU C++11 (first AC) · Tags: 2-sat, binary search

[yosupo's solution](#)

1142.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[yosupo's solution](#)

1143.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[yosupo's solution](#)

1144.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[yosupo's solution](#)

1145.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[yosupo's solution](#)

1146.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[yosupo's solution](#)

1147.

1408I

[Bitwise Magic](#) · [Tutorial](#)

Quality: 200 global accepts · Rating: 3200 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[yosupo's solution](#)

1148.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2020-07-24 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[yosupo's solution](#)

1149.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-21 · last AC: 2020-05-21 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[yosupo's solution](#)

1150.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2020-01-06 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[yosupo's solution](#)

1151.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[yosupo's solution](#)

1152.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2019-12-21 · last AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[yosupo's solution](#)

1153.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yosupo's solution](#)

1154.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, probabilities

[yosupo's solution](#)

1155.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-30 · Python 3 (first AC) · Tags: interactive, math, number theory

[yosupo's solution](#)

1156.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2018-12-21 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[yosupo's solution](#)

1157.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[yosupo's solution](#)

1158.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2018-02-14 · D (first AC) · Tags: constructive algorithms, dp

[yosupo's solution](#)

1159.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2018-01-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[yosupo's solution](#)

1160.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2016-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[yosupo's solution](#)

1161.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[yosupo's solution](#)

1162.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[yosupo's solution](#)

1163.

1787H

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

Quality: 337 global accepts · Rating: 3300 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, geometry

[yosupo's solution](#)

1164.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings

[yosupo's solution](#)

1165.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[yosupo's solution](#)

1166.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[yosupo's solution](#)

1167.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[yosupo's solution](#)

1168.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-10 · last AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[yosupo's solution](#)

1169.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2020-12-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math

[yosupo's solution](#)

1170.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2020-08-16 · C++17 (GCC 9-64) (first AC) · Tags: fft, graphs, math

[yosupo's solution](#)

1171.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[yosupo's solution](#)

1172.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2020-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[yosupo's solution](#)

1173.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees

[yosupo's solution](#)

1174.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2020-01-04 · last AC: 2020-01-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[yosupo's solution](#)

1175.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yosupo's solution](#)

1176.

657E

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

Rating: 3300 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

[yosupo's solution](#)

1177.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yosupo's solution](#)

1178.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2017-02-21 · last AC: 2017-02-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[yosupo's solution](#)

1179.

737F

[Dirty plates](#) · [Tutorial](#)

Quality: 85 global accepts · Rating: 3300 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[yosupo's solution](#)

1180.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[yosupo's solution](#)

1181.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[yosupo's solution](#)

1182.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2017-08-24 · last AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[yosupo's solution](#)

1183.

1314F

[Bad Cryptography](#) · [Tutorial](#)

Rating: 3400 · first AC: 2020-02-23 · last AC: 2020-03-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yosupo's solution](#)

1184.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2018-12-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[yosupo's solution](#)

1185.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[yosupo's solution](#)

1186.

2061F2

[Kevin and Binary String \(Hard Version\)](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3500 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[yosupo's solution](#)

1187.

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, trees

[yosupo's solution](#)

1188.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[yosupo's solution](#)

1189.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[yosupo's solution](#)

1190.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[yosupo's solution](#)

1191.

1336E2

[Chiori and Doll Picking \(hard version\) · Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2020-04-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[yosupo's solution](#)

1192.

1054H

[Epic Convolution · Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[yosupo's solution](#)

1193.

1952D

[Are You a Procrastinator? · Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: *special, implementation

[yosupo's solution](#)

1194.

1952F

[Grid · Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force

[yosupo's solution](#)

1195.

1952J

[Help, what does it mean to be "Based" · Tutorial](#)

Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings

[yosupo's solution](#)

1196.

1952B

[Is it stated? · Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[yosupo's solution](#)

1197.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-01 · PHP (first AC) · Tags: *special, strings

[yosupo's solution](#)

1198.

103860D

[Tree Partition · Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1199.

103860K

[Security Plan · Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1200.

103860E

[Elegant Tetris · Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1201.

103860G

[Integer Game · Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1202.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[yosupo's solution](#)

1203.

103860I

[Reverse LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[yosupo's solution](#)

1204.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[yosupo's solution](#)

1205.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1206.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1207.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[yosupo's solution](#)

1208.

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[yosupo's solution](#)

1209.

103652D

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1210.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[yosupo's solution](#)

1211.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1212.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1213.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1214.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1215.

101955D

[Diameter of a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1216.

101955B

[Sequences Generator](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1217.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1218.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1219.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1220.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1221.

101955G

[Best ACMer Solves the Hardest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1222.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1223.

101955J

[How Much Memory Your Code Is Using?](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1224.

102354D

[Magic Strings](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1225.

102354I

[From Modular to Rational](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1226.

102354B

[Yet Another Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · last AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1227.

102354H

[Defying Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1228.

102354A

[Square Root Partitioning](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1229.

102354J

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

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1230.

102354E

[Decimal Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1231.

102354C

[Money Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1232.

102220I

[Temperature Survey](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · last AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1233.

102220A

[Apple Business](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1234.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1235.

102220F

[Mini-game Before Contest](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1236.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1237.

102220E

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

Rating: — · first AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1238.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1239.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1240.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1241.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[yosupo's solution](#)

1242.

102411L

[Lengths and Periods](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1243.

102411G

[Golf Time](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1244.

102411C

[Cross-Stitch](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1245.

102411D

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

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1246.

102411K

[King's Children](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1247.

102411H

[High Load Database](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1248.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1249.

102411B

[Bad Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1250.

102411I

[Ideal Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1251.

102411E

[Equidistant](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1252.

102411M

[Managing Difficulties](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1253.

102411A

[Accurate Movement](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1254.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · last AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1255.

102361B

[The Tree of Haruhi Suzumiya](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1256.

102361H

[Houraisan Kaguya](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1257.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1258.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1259.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1260.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1261.

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1262.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1263.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1264.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1265.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1266.

100459F

[Weird Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1267.

100459E

[Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1268.

100459C

[Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1269.

100459B

[Science](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1270.

100459A

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1271.

100453C

[Rectangles and Connected Regions](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1272.

100453E

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1273.

100453F

[Permutation Cube](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1274.

100453A

[Cycles with Common Vertex](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1275.

100453D

[Inversions](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1276.

100453B

[Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1277.

100448F

[Data Mining](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1278.

100448C

[Non-Convex Quadrilaterals](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1279.

100448E

[Burger Bar](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1280.

100448D

[Splitting Money](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1281.

100448B

[Adjusting Ducks](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1282.

100448A

[Learning to Add](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1283.

101436E

[Random Value of Mode](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1284.

101436D

[The Sting](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1285.

101436C

[Efficient Management Returns](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1286.

101436B

[Lassies Versus Machine](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1287.

101436F

[Measure Twice, Divide Once](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · D (first AC) · Tags: —
[yosupo's solution](#)

1288.

101436A

[Long-Term Mail Storage](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1289.

101437E

[Avoiding Adjacent](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1290.

101437F

[Token Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1291.

101437C

[Wildcard Words](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1292.

101437A

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

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1293.

101437D

[Counter Complexity](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1294.

101438B

[Number as a Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1295.

101438F

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1296.

101438C

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

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1297.

101438E

[Manhattan Walk](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1298.

101438A

[Shifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1299.

101745D

[Stamp Stamp Stamp](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1300.

101745C

[Infinite Graph Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1301.

101745B

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

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1302.

101745A

[Police Patrol](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1303.

101754F

[Alfred and Georg](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1304.

101754D

[Sports Analytics](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1305.

101754C

[World of Darkraft 3](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1306.

101754B

[Big Data](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1307.

101773E

[Max \$\mathcal{B}\$ -Matching](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1308.

101773D

[Unsmooth Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1309.

101773C

[Stripe Bishops](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1310.

101773B

[Double Trouble](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1311.

101773A

[Remainder Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1312.

101208I

[Pirate Chest](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1313.

101208K

[Up a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1314.

101208J

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

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1315.

101208H

[Matryoshka](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1316.

101208A

[Self-Assembly](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1317.

101208C

[Surely You Congest](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1318.

101208D

[Factors](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1319.

101208F

[Low Power](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1320.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1321.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1322.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1323.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1324.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1325.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1326.

102055J

[Mr. Panda and Sequence Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1327.

102055K

[Mr. Panda and Kakin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1328.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1329.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1330.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1331.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1332.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1333.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1334.

102028L

[Connected Subgraphs](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1335.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1336.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1337.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1338.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1339.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1340.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · Python 3 (first AC) · Tags: —
[yosupo's solution](#)

1341.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1342.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1343.

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1344.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1345.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1346.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1347.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1348.

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1349.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1350.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1351.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1352.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1353.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1354.

101675D

[Slalom](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1355.

101675B

[Cactusophobia](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[yosupo's solution](#)

1356.

101675A

[Closing ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1357.

101806U

[United States of Eurasia](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1358.

101806Y

[Yut Nori](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1359.

101806X

[Xtreme NP-hard Problem?!](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1360.

101806P

[Puyo Puyo](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1361.

101806V

[Voronoi Diagram](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1362.

101806T

[Touch The Sky](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[yosupo's solution](#)

1363.

101806W

[Winter Olympic Games](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1364.

101806S

[Segmentation](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1365.

101806Q

[QueryreuQ](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1366.

101806Z

[Zigzag](#) · [Tutorial](#)

Rating: — · first AC: 2018-06-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1367.

101201E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1368.

101201L

[Windy Path](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1369.

101201D

[Contest Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1370.

101201F

[Illumination](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1371.

101201H

[Paint](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1372.

101201J

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1373.

101201G

[Maximum Islands](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1374.

101201K

[Tournament Wins](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1375.

101201B

[Buggy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1376.

101201I

[Postman](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1377.

101201C

[Cameras](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1378.

101201A

[Alphabet](#) · [Tutorial](#)

Rating: — · first AC: 2018-03-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1379.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · last AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1380.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · last AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1381.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · last AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1382.

101196D

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

Rating: — · first AC: 2017-12-24 · last AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1383.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · last AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1384.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · last AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1385.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · last AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1386.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-24 · last AC: 2017-12-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1387.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · last AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1388.

101635H

[Kabobs](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1389.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1390.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1391.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1392.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1393.

101635B

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Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1394.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1395.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1396.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1397.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-18 · D (first AC) · Tags: —
[yosupo's solution](#)

1398.

101630I

[Interactive Sort](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1399.

101630J

[Journey from Petersburg to Moscow](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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1400.

101630A

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

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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1401.

101630L

[Laminar Family](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1402.

101630K

[Knapsack Cryptosystem](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · last AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1403.

101630D

[Designing the Toy](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1404.

101630B

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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1405.

101630C

[Connections](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

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1406.

101630E

[Easy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1407.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1408.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1409.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1410.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1411.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1412.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1413.

101234E

[Lines Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1414.

101234I

[Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1415.

101234J

[Zero Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1416.

101234D

[Forest Game](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1417.

101234C

[Crazy Dreamoon](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1418.

101234G

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

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1419.

101234A

[Hacker Cups and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
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1420.

101173K

[Key Knocking](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —
[yosupo's solution](#)

1421.

101173F

[Free Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1422.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1423.

101026F

[Elimination Round, Problem F](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-11 · D (first AC) · Tags: —

[yosupo's solution](#)

1424.

101193D

[Brand registration](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1425.

101193B

[Variety](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1426.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · D (first AC) · Tags: —

[yosupo's solution](#)

1427.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1428.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1429.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · D (first AC) · Tags: —

[yosupo's solution](#)

1430.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1431.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · D (first AC) · Tags: —

[yosupo's solution](#)

1432.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1433.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-30 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1434.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-30 · D (first AC) · Tags: —

[yosupo's solution](#)

1435.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1436.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1437.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1438.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1439.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1440.

101174K

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

Rating: — · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1441.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1442.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1443.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1444.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1445.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1446.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1447.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1448.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1449.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1450.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2017-02-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1451.

100917M

[Matrix, The](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1452.

100917E

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

Rating: — · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1453.

100917F

[Find the Length](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1454.

100917J

[Judgement](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1455.

100917I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1456.

100917H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1457.

100917A

[Abstract Picture](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[yosupo's solution](#)

1458.

100917D

[dir -C](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1459.

100917L

[Liesbeth and the String](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1460.

100917C

[Constant Ratio](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-05 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1461.

100633D

[LWDB](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-02 · last AC: 2016-09-02 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1462.

100633K

[Dividing an orange](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1463.

100633I

[Accounting Numeral System](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1464.

100633F

[Beautiful sums](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-25 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1465.

100633H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-25 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1466.

100633L

[The Pool for Lucky Ones](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1467.

100633G

[Nano alarm-clocks](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1468.

100633B

[Dispersed parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-25 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1469.

100554F

[Fiber-optic Network](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1470.

100554E

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

Rating: — · first AC: 2016-08-18 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1471.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: —

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1472.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1473.

100554H

[Hierarchical Notation](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1474.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1475.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1476.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-18 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1477.

100548F

[Color](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1478.

100548A

[Built with Qinghuai and Ari Factor](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1479.

100257C

[Charisma](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1480.

100257F

[Four Ways to Travel](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1481.

100257B

[Blacklist](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1482.

100257K

[Top K Elements](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1483.

100257I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1484.

100257A

[Augmented Reality Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1485.

100257H

[Hanmattan](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1486.

100451K

[TopoCM++](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1487.

100451B

[Double Towers of Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-30 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1488.

100451J

[Gennady and Problems](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1489.

100827B

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1490.

100827C

[Containment](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1491.

100827K

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1492.

100827D

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1493.

100827G

[Number Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1494.

100827J

[Stamp Stamp](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1495.

100827I

[Salary Inequity](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1496.

100827H

[Pushups](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1497.

100827L

[Wormhole](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1498.

100827E

[Hill Number](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · Java 8 (first AC) · Tags: —

[yosupo's solution](#)

1499.

100827F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1500.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1501.

100886F

[Empty Vessels](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1502.

100886I

[Archaeological Research](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1503.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1504.

100886H

[Biathlon 2.0](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1505.

100886J

[Sockets](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1506.

100886G

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2016-03-16 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1507.

100851B

[Binary vs Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1508.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1509.

100851F

[Froggy Ford](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1510.

100851J

[Jump](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1511.

100851G

[Generators](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1512.

100851E

[Easy Problemset](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1513.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-02-01 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1514.

100015I

[Identity Checker](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1515.

100015D

[Drunken Walk](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1516.

100015G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1517.

100015F

[Fighting for Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1518.

100015H

[Hidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1519.

100015B

[Ball Painting](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1520.

100015A

[Another Rock-Paper-Scissors Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-10 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1521.

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1522.

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1523.

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1524.

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1525.

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1526.

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1527.

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2015-11-07 · GNU C++11 (first AC) · Tags: —

[yosupo's solution](#)

1528.

396A

[On Number of Decompositions into Multipliers](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: — · first AC: 2015-01-01 · GNU C++0x (first AC) · Tags: combinatorics, math, number theory

[yosupo's solution](#)

1529.

392A

[Blocked Points](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: — · first AC: 2014-12-15 · GNU C++0x (first AC) · Tags: math

[yosupo's solution](#)

1530.

392C

[Yet Another Number Sequence](#) · [Tutorial](#)

Quality: 677 global accepts · Rating: — · first AC: 2014-07-19 · GNU C++0x (first AC) · Tags: combinatorics, math, matrices

[yosupo's solution](#)

1531.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2014-07-18 · GNU C++0x (first AC) · Tags: data structures, graphs, trees

[yosupo's solution](#)

1532.

398D

[Instant Messenger](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: data structures

[yosupo's solution](#)

1533.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2014-03-10 · GNU C++0x (first AC) · Tags: dp, probabilities

[yosupo's solution](#)