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Unique solved — yxqk

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

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Filters: none

Count: 2,415

1.

2183A

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Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: games

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2.

2182B

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Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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3.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

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7.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

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8.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

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9.

2157A

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Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

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10.

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

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[yxqk's solution](#)

11.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

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12.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[yxqk's solution](#)

13.

2152A

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

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[yxqk's solution](#)

14.

2149A

[Be Positive](#) · [Tutorial](#)

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15.

2147A

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

Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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16.

2127A

[Mix Mex Max](#) · [Tutorial](#)

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17.

2122A

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18.

2124A

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19.

2120A

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20.

2113A

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21.

2118A

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22.

2104A

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23.

2096A

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24.

2084A

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25.

2038N

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26.

2038J

[Waiting for...](#) · [Tutorial](#)

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27.

2035A

[Sliding](#) · [Tutorial](#)

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28.

2070A

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29.

2069A

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30.

2062A

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greedy, math, strings

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31.

2061A

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32.

2057A

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33.

2053A

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34.

2034A

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[yxqk's solution](#)

35.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

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36.

2039A

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37.

2029A

[Set](#) · [Tutorial](#)

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38.

2025A

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39.

2021A

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40.

2002A

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41.

1983A

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42.

1997A

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43.

1991A

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44.

1994A

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45.

1987A

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46.

1989A

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47.

1978B

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48.

1978A

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Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
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49.

1982A

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50.

1919B

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51.

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: games, math
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52.

1916A

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53.

1909A

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54.

1912L

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Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: strings
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55.

1866A

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56.

1842A

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57.

1838A

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58.

1839A

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Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
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59.

1832A

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60.

1776A

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61.

1767B

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62.

1767A

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63.

1746B

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64.

1746A

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65.

1720B

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66.

1701B

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67.

1701A

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68.

1697A

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69.

1684B

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70.

1684A

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71.

1673A

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72.

1672B

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

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73.

1672A

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Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math
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74.

1671A

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Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
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75.

1661A

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76.

1665A

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77.

1658B

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

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78.

1658A

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[yxqk's solution](#)

79.

1656A

[Good Pairs](#) · [Tutorial](#)

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80.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[yxqk's solution](#)

81.

1657A

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Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
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82.

1654B

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[yxqk's solution](#)

83.

1654A

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Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[yxqk's solution](#)

84.

1651B

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85.

1651A

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86.

1647A

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87.

1637A

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Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings
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88.

1634A

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89.

1633B

[Minority](#) · [Tutorial](#)

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90.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 800 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force
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91.

1632A

[ABC](#) · [Tutorial](#)

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92.

1627A

[Not Shading](#) · [Tutorial](#)

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93.

1621A

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94.

1616A

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95.

1623A

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96.

1615A

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97.

1617A

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Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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98.

1608A

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99.

1612A

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100.

1605A

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[yxqk's solution](#)

101.

1586A

[Windblume Ode](#) · [Tutorial](#)

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102.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yxqk's solution](#)

103.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

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

104.

1566A

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Quality: 25,376 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
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105.

1556A

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

[yxqk's solution](#)

106.

1517A

[Sum of 2050](#) · [Tutorial](#)

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

[yxqk's solution](#)

107.

1513A

[Array and Peaks](#) · [Tutorial](#)

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

[yxqk's solution](#)

108.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

109.

1491A

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Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[yxqk's solution](#)

110.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

111.

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[yxqk's solution](#)

112.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yxqk's solution](#)

113.

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[yxqk's solution](#)

114.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yxqk's solution](#)

115.

1450A

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

[yxqk's solution](#)

116.

1437A

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Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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117.

1408A

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Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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118.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,261 global accepts · Rating: 800 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
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119.

1312A

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

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
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120.

1305A

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[yxqk's solution](#)

121.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yxqk's solution](#)

122.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math
[yxqk's solution](#)

123.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yxqk's solution](#)

124.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yxqk's solution](#)

125.

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
[yxqk's solution](#)

126.

1257A

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

Quality: 21,663 global accepts · Rating: 800 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yxqk's solution](#)

127.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[yxqk's solution](#)

128.

1209A

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

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

129.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[yxqk's solution](#)

130.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yxqk's solution](#)

131.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

132.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

133.

1148A

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

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yxqk's solution](#)

134.

1167A

[Telephone Number](#) · [Tutorial](#)

Quality: 20,276 global accepts · Rating: 800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[yxqk's solution](#)

135.

1102A

[Integer Sequence Dividing](#) · [Tutorial](#)

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[yxqk's solution](#)

136.

1097A

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

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

137.

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

[yxqk's solution](#)

138.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yxqk's solution](#)

139.

1088A

[Ehab and another construction problem](#) · [Tutorial](#)

Quality: 17,636 global accepts · Rating: 800 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[yxqk's solution](#)

140.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[yxqk's solution](#)

141.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yxqk's solution](#)

142.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yxqk's solution](#)

143.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yxqk's solution](#)

144.

952A

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

Quality: 11,977 global accepts · Rating: 800 · first AC: 2018-04-01 · GNU C++ (first AC) · Tags: *special, math
[yxqk's solution](#)

145.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

146.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-01 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[yxqk's solution](#)

147.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-29 · GNU C++ (first AC) · Tags: brute force, implementation
[yxqk's solution](#)

148.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: dfs and similar, dp, greedy, implementation
[yxqk's solution](#)

149.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,383 global accepts · Rating: 800 · first AC: 2017-11-24 · GNU C++ (first AC) · Tags: brute force, dp
[yxqk's solution](#)

150.

888A

[Local Extrema](#) · [Tutorial](#)

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[yxqk's solution](#)

151.

873A

[Chores](#) · [Tutorial](#)

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[yxqk's solution](#)

152.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: greedy, implementation
[yxqk's solution](#)

153.

854A

[Fraction](#) · [Tutorial](#)

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[yxqk's solution](#)

154.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-06 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

155.

832A

[Sasha and Sticks](#) · [Tutorial](#)

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[yxqk's solution](#)

156.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

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[yxqk's solution](#)

157.

802G1

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

Quality: 8,148 global accepts · Rating: 800 · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: implementation, strings
[yxqk's solution](#)

158.

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-01-16 · GNU C++ (first AC) · Tags: brute force, graphs, math, number theory
[yxqk's solution](#)

159.

748A

[Santa Claus and a Place in a Class](#) · [Tutorial](#)

Quality: 9,347 global accepts · Rating: 800 · first AC: 2017-01-15 · last AC: 2017-01-15 · GNU C++ (first AC) · Tags: implementation, math
[yxqk's solution](#)

160.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, math
[yxqk's solution](#)

161.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, math
[yxqk's solution](#)

162.

731A

[Night at the Museum](#) · [Tutorial](#)

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[yxqk's solution](#)

163.

732A

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Quality: 88,848 global accepts · Rating: 800 · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math
[yxqk's solution](#)

164.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,733 global accepts · Rating: 800 · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: implementation, math, sortings
[yxqk's solution](#)

165.

712A

[Memory and Crow](#) · [Tutorial](#)

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[yxqk's solution](#)

166.

711A

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167.

710A

[King Moves](#) · [Tutorial](#)

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[yxqk's solution](#)

168.

707A

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169.

705A

[Hulk](#) · [Tutorial](#)

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170.

703A

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[yxqk's solution](#)

171.

702A

[Maximum Increase](#) · [Tutorial](#)

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[yxqk's solution](#)

172.

701A

[Cards](#) · [Tutorial](#)

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[yxqk's solution](#)

173.

688A

[Opponents](#) · [Tutorial](#)

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[yxqk's solution](#)

174.

686A

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Quality: 43,423 global accepts · Rating: 800 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[yxqk's solution](#)

175.

595A

[Vitaly and Night](#) · [Tutorial](#)

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[yxqk's solution](#)

176.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

177.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

178.

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: implementation, math
[yxqk's solution](#)

179.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[yxqk's solution](#)

180.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,677 global accepts · Rating: 800 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

181.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[yxqk's solution](#)

182.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

183.

673A

[Bear and Game](#) · [Tutorial](#)

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[yxqk's solution](#)

184.

664A

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[yxqk's solution](#)

185.

624A

[Save Luke](#) · [Tutorial](#)

Quality: 11,163 global accepts · Rating: 800 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: math
[yxqk's solution](#)

186.

629A

[Far Relative's Birthday Cake](#) · [Tutorial](#)

Quality: 14,848 global accepts · Rating: 800 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation
[yxqk's solution](#)

187.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,539 global accepts · Rating: 800 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: number theory
[yxqk's solution](#)

188.

618A

[Slime Combining](#) · [Tutorial](#)

Quality: 8,807 global accepts · Rating: 800 · first AC: 2016-02-01 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

189.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,201 global accepts · Rating: 800 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: math
[yxqk's solution](#)

190.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: implementation, math
[yxqk's solution](#)

191.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,431 global accepts · Rating: 800 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[yxqk's solution](#)

192.

615A

[Bulbs](#) · [Tutorial](#)

Quality: 19,762 global accepts · Rating: 800 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

193.

599A

[Patrick and Shopping](#) · [Tutorial](#)

Quality: 31,440 global accepts · Rating: 800 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

194.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[yxqk's solution](#)

195.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yxqk's solution](#)

196.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yxqk's solution](#)

197.

2085A

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

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

[yxqk's solution](#)

198.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[yxqk's solution](#)

199.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[yxqk's solution](#)

200.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yxqk's solution](#)

201.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[yxqk's solution](#)

202.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

203.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,117 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[yxqk's solution](#)

204.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yxqk's solution](#)

205.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yxqk's solution](#)

206.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[yxqk's solution](#)

207.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

208.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

209.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[yxqk's solution](#)

210.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: strings

[yxqk's solution](#)

211.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,814 global accepts · Rating: 900 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[yxqk's solution](#)

212.

1486A

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Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

213.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

214.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[yxqk's solution](#)

215.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: games
[yxqk's solution](#)

216.

1326B

[Maximums](#) · [Tutorial](#)

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

217.

1313A

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

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

218.

1295A

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

Quality: 24,150 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yxqk's solution](#)

219.

1238A

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Quality: 28,067 global accepts · Rating: 900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yxqk's solution](#)

220.

1208A

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Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[yxqk's solution](#)

221.

1197A

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Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[yxqk's solution](#)

222.

1187A

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

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[yxqk's solution](#)

223.

1175A

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

Quality: 19,767 global accepts · Rating: 900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yxqk's solution](#)

224.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: math
[yxqk's solution](#)

225.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

226.

1055A

[Metro](#) · [Tutorial](#)

Quality: 13,448 global accepts · Rating: 900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[yxqk's solution](#)

227.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[yxqk's solution](#)

228.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yxqk's solution](#)

229.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[yxqk's solution](#)

230.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[yxqk's solution](#)

231.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yxqk's solution](#)

232.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[yxqk's solution](#)

233.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-14 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

234.

913A

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

Quality: 24,180 global accepts · Rating: 900 · first AC: 2018-01-09 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

235.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[yxqk's solution](#)

236.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: brute force, implementation
[yxqk's solution](#)

237.

847G

[University Classes](#) · [Tutorial](#)

Quality: 7,648 global accepts · Rating: 900 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

238.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2017-06-27 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

239.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-16 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

240.

746B

[Decoding](#) · [Tutorial](#)

Quality: 31,892 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, strings
[yxqk's solution](#)

241.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: implementation, strings
[yxqk's solution](#)

242.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,969 global accepts · Rating: 900 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: implementation
[yxqk's solution](#)

243.

706A

[Beru-taxi](#) · [Tutorial](#)

Quality: 15,345 global accepts · Rating: 900 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: brute force, geometry, implementation
[yxqk's solution](#)

244.

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-17 · GNU C++ (first AC) · Tags: implementation, math
[yxqk's solution](#)

245.

631A

[Interview](#) · [Tutorial](#)

Quality: 9,751 global accepts · Rating: 900 · first AC: 2016-06-08 · GNU C++ (first AC) · Tags: brute force, implementation
[yxqk's solution](#)

246.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math
[yxqk's solution](#)

247.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: brute force, implementation, sortings
[yxqk's solution](#)

248.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,960 global accepts · Rating: 900 · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

249.

621A

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

Quality: 22,679 global accepts · Rating: 900 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

250.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: implementation, strings
[yxqk's solution](#)

251.

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

252.

591A

[Wizards' Duel](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 900 · first AC: 2015-11-19 · GNU C++ (first AC) · Tags: implementation, math
[yxqk's solution](#)

253.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,222 global accepts · Rating: 900 · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: math
[yxqk's solution](#)

254.

545A

[Toy Cars](#) · [Tutorial](#)

Quality: 12,152 global accepts · Rating: 900 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

255.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[yxqk's solution](#)

256.

2147B

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

Quality: 16,977 global accepts · Rating: 1000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[yxqk's solution](#)

257.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[yxqk's solution](#)

258.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,743 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry
[yxqk's solution](#)

259.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[yxqk's solution](#)

260.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[yxqk's solution](#)

261.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers
[yxqk's solution](#)

262.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[yxqk's solution](#)

263.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[yxqk's solution](#)

264.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yxqk's solution](#)

265.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[yxqk's solution](#)

266.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force
[yxqk's solution](#)

267.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,935 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[yxqk's solution](#)

268.

1785A

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

Rating: 1000 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

269.

1671B

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

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

[yxqk's solution](#)

270.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

271.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[yxqk's solution](#)

272.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

273.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

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

[yxqk's solution](#)

274.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,890 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[yxqk's solution](#)

275.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[yxqk's solution](#)

276.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[yxqk's solution](#)

277.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[yxqk's solution](#)

278.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yxqk's solution](#)

279.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

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

[yxqk's solution](#)

280.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,061 global accepts · Rating: 1000 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[yxqk's solution](#)

281.

1266B

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Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

282.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[yxqk's solution](#)

283.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

284.

1252A

[Copying Homework](#) · [Tutorial](#)

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

[yxqk's solution](#)

285.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yxqk's solution](#)

286.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

287.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[yxqk's solution](#)

288.

1195A

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Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yxqk's solution](#)

289.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yxqk's solution](#)

290.

1174A

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

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yxqk's solution](#)

291.

1088B

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

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[yxqk's solution](#)

292.

1023B

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

[yxqk's solution](#)

293.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yxqk's solution](#)

294.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[yxqk's solution](#)

295.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

296.

958B1

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

Quality: 3,932 global accepts · Rating: 1000 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

297.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-06 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

298.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

299.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: brute force, geometry, math

[yxqk's solution](#)

300.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[yxqk's solution](#)

301.

757A

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

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-13 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

302.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

303.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-18 · GNU C++ (first AC) · Tags: dp, greedy
[yxqk's solution](#)

304.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,860 global accepts · Rating: 1000 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

305.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2016-07-15 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

306.

688B

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

Quality: 36,024 global accepts · Rating: 1000 · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: constructive algorithms, math
[yxqk's solution](#)

307.

680B

[Bear and Finding Criminals](#) · [Tutorial](#)

Quality: 26,244 global accepts · Rating: 1000 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[yxqk's solution](#)

308.

641A

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

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2016-06-03 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

309.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,534 global accepts · Rating: 1000 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, strings
[yxqk's solution](#)

310.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

311.

660B

[Seating On Bus](#) · [Tutorial](#)

Quality: 5,882 global accepts · Rating: 1000 · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

312.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

313.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1000 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: sortings

[yxqk's solution](#)

314.

637A

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

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: *special, constructive algorithms, implementation

[yxqk's solution](#)

315.

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[yxqk's solution](#)

316.

626A

[Robot Sequence](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1000 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

317.

628A

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

Quality: 7,077 global accepts · Rating: 1000 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

318.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: implementation, math

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319.

604A

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320.

620B

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321.

616B

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322.

608A

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323.

610A

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324.

124A

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325.

491A

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326.

1A

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327.

2183B

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Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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328.

2138A

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Quality: 17,002 global accepts · Rating: 1100 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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329.

2122B

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330.

2111C

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331.

2104C

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332.

2096B

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Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings
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333.

2084B

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334.

2070B

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335.

2029B

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336.

2025B

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337.

1997C

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Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
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338.

1997B

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Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers
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339.

1991B

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340.

1994B

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341.

1842B

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Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
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342.

1838B

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Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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343.

1839B

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344.

1827A

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345.

1832B

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346.

1673B

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347.

1672C

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348.

1656B

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349.

1637B

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350.

1633C

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351.

1616B

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352.

1623B

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353.

1609B

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354.

1610B

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355.

1574B

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356.

1566D1

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357.

1492B

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358.

1463A

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359.

1334B

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360.

1332A

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361.

1327A

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362.

1304B

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363.

1263A

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364.

1214B

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Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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365.

1119A

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Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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366.

1070K

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367.

1060B

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368.

985A

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369.

919B

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370.

883M

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371.

869A

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372.

869B

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373.

845A

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374.

825A

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375.

813A

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376.

797A

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[yxqk's solution](#)

377.

792A

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378.

755B

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379.

733B

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380.

731B

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381.

723B

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382.

714A

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383.

712B

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384.

706B

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385.

705B

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386.

690A1

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387.

686B

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388.

682A

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Quality: 23,995 global accepts · Rating: 1100 · first AC: 2016-06-18 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[yxqk's solution](#)

389.

675A

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[yxqk's solution](#)

390.

667B

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[yxqk's solution](#)

391.

667A

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[yxqk's solution](#)

392.

624B

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Quality: 8,399 global accepts · Rating: 1100 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

393.

638A

[Home Numbers](#) · [Tutorial](#)

Quality: 4,374 global accepts · Rating: 1100 · first AC: 2016-03-25 · GNU C++ (first AC) · Tags: *special, constructive algorithms, math

[yxqk's solution](#)

394.

651A

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Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-10 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[yxqk's solution](#)

395.

633A

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Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-02-27 · last AC: 2016-02-27 · GNU C++ (first AC) · Tags: brute force, math, number theory

[yxqk's solution](#)

396.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: math

[yxqk's solution](#)

397.

630J

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Quality: 12,717 global accepts · Rating: 1100 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: math, number theory

[yxqk's solution](#)

398.

629B

[Far Relative's Problem](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1100 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: brute force

[yxqk's solution](#)

399.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: combinatorics, math

[yxqk's solution](#)

400.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

401.

618B

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Quality: 8,326 global accepts · Rating: 1100 · first AC: 2016-02-01 · GNU C++ (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

402.

609B

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Quality: 10,090 global accepts · Rating: 1100 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[yxqk's solution](#)

403.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

404.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: geometry, implementation

[yxqk's solution](#)

405.

545B

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

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy

[yxqk's solution](#)

406.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,839 global accepts · Rating: 1200 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[yxqk's solution](#)

407.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,140 global accepts · Rating: 1200 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

games, greedy

[yxqk's solution](#)

408.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[yxqk's solution](#)

409.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[yxqk's solution](#)

410.

2174A

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

Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings, two pointers

[yxqk's solution](#)

411.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yxqk's solution](#)

412.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yxqk's solution](#)

413.

2135A

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

Quality: 18,353 global accepts · Rating: 1200 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[yxqk's solution](#)

414.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

415.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

416.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

417.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[yxqk's solution](#)

418.

2085B

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

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

[yxqk's solution](#)

419.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[yxqk's solution](#)

420.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[yxqk's solution](#)

421.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[yxqk's solution](#)

422.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math

[yxqk's solution](#)

423.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yxqk's solution](#)

424.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yxqk's solution](#)

425.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[yxqk's solution](#)

426.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[yxqk's solution](#)

427.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[yxqk's solution](#)

428.

1916C

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

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[yxqk's solution](#)

429.

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[yxqk's solution](#)

430.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[yxqk's solution](#)

431.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

432.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

433.

1671C

[Dolce Vita](#) · [Tutorial](#)

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

[yxqk's solution](#)

434.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[yxqk's solution](#)

435.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

436.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[yxqk's solution](#)

437.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[yxqk's solution](#)

438.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

439.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

440.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

441.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[yxqk's solution](#)

442.

1517B

[Morning Jogging](#) · [Tutorial](#)

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

[yxqk's solution](#)

443.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[yxqk's solution](#)

444.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[yxqk's solution](#)

445.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yxqk's solution](#)

446.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

447.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,367 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yxqk's solution](#)

448.

1327B

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

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

[yxqk's solution](#)

449.

1305B

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

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[yxqk's solution](#)

450.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yxqk's solution](#)

451.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[yxqk's solution](#)

452.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[yxqk's solution](#)

453.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yxqk's solution](#)

454.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yxqk's solution](#)

455.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[yxqk's solution](#)

456.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

457.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[yxqk's solution](#)

458.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[yxqk's solution](#)

459.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[yxqk's solution](#)

460.

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[yxqk's solution](#)

461.

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

[yxqk's solution](#)

462.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

463.

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

[yxqk's solution](#)

464.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[yxqk's solution](#)

465.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yxqk's solution](#)

466.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[yxqk's solution](#)

467.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

468.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yxqk's solution](#)

469.

958C1

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

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: brute force

[yxqk's solution](#)

470.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,065 global accepts · Rating: 1200 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: games, greedy, implementation

[yxqk's solution](#)

471.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2018-01-09 · GNU C++ (first AC) · Tags: implementation, trees

[yxqk's solution](#)

472.

908B

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

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

[yxqk's solution](#)

473.

875A

[Classroom Watch](#) · [Tutorial](#)

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

[yxqk's solution](#)

474.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

475.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-16 · GNU C++ (first AC) · Tags: implementation, math, number theory

[yxqk's solution](#)

476.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

477.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-06-03 · GNU C++ (first AC) · Tags: geometry, math

[yxqk's solution](#)

478.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

479.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-04-04 · last AC: 2017-04-04 · GNU C++ (first AC) · Tags: brute force, math, number theory

[yxqk's solution](#)

480.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-19 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy,

implementation, math

[yxqk's solution](#)

481.

714B

[Filya and Homework](#) · [Tutorial](#)

Quality: 15,523 global accepts · Rating: 1200 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: implementation, sortings

[yxqk's solution](#)

482.

717C

[Potions Homework](#) · [Tutorial](#)

Quality: 4,285 global accepts · Rating: 1200 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: implementation, sortings

[yxqk's solution](#)

483.

709C

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

Rating: 1200 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: greedy, strings

[yxqk's solution](#)

484.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: data structures, math

[yxqk's solution](#)

485.

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

486.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2016-06-19 · GNU C++ (first AC) · Tags: sortings

[yxqk's solution](#)

487.

658B

[Bear and Displayed Friends](#) · [Tutorial](#)

Rating: 1200 · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

488.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,297 global accepts · Rating: 1200 · first AC: 2016-04-14 · GNU C++ (first AC) · Tags: greedy, implementation, math, number theory

[yxqk's solution](#)

489.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

490.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,859 global accepts · Rating: 1200 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[yxqk's solution](#)

491.

645B

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

Quality: 3,701 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: greedy, math

[yxqk's solution](#)

492.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[yxqk's solution](#)

493.

651B

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

Quality: 12,224 global accepts · Rating: 1200 · first AC: 2016-03-10 · GNU C++ (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

494.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2016-03-08 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

495.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: games, math

[yxqk's solution](#)

496.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: math

[yxqk's solution](#)

497.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[yxqk's solution](#)

498.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

499.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2016-01-13 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

500.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2015-11-19 · last AC: 2015-11-19 · GNU C++ (first AC) · Tags: implementation, strings

[yxqk's solution](#)

501.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[yxqk's solution](#)

502.

2187A

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

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[yxqk's solution](#)

503.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,821 global accepts · Rating: 1300 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[yxqk's solution](#)

504.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[yxqk's solution](#)

505.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yxqk's solution](#)

506.

2152B

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

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

507.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,707 global accepts · Rating: 1300 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[yxqk's solution](#)

508.

2127B

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

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

509.

2129A

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

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

510.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[yxqk's solution](#)

511.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers
[yxqk's solution](#)

512.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[yxqk's solution](#)

513.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[yxqk's solution](#)

514.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yxqk's solution](#)

515.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yxqk's solution](#)

516.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[yxqk's solution](#)

517.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

518.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yxqk's solution](#)

519.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[yxqk's solution](#)

520.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[yxqk's solution](#)

521.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[yxqk's solution](#)

522.

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[yxqk's solution](#)

523.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[yxqk's solution](#)

524.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: two pointers
[yxqk's solution](#)

525.

1746C

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

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

526.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[yxqk's solution](#)

527.

1667A

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

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

528.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[yxqk's solution](#)

529.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yxqk's solution](#)

530.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, math
[yxqk's solution](#)

531.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings
[yxqk's solution](#)

532.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[yxqk's solution](#)

533.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[yxqk's solution](#)

534.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[yxqk's solution](#)

535.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yxqk's solution](#)

536.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[yxqk's solution](#)

537.

1574C

[Slay the Dragon](#) · [Tutorial](#)

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

[yxqk's solution](#)

538.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[yxqk's solution](#)

539.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yxqk's solution](#)

540.

1493B

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

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

[yxqk's solution](#)

541.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[yxqk's solution](#)

542.

1470A

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

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[yxqk's solution](#)

543.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[yxqk's solution](#)

544.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[yxqk's solution](#)

545.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

546.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

547.

1326C

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

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

[yxqk's solution](#)

548.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yxqk's solution](#)

549.

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

[yxqk's solution](#)

550.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yxqk's solution](#)

551.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,784 global accepts · Rating: 1300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[yxqk's solution](#)

552.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

553.

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

[yxqk's solution](#)

554.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[yxqk's solution](#)

555.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[yxqk's solution](#)

556.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[yxqk's solution](#)

557.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[yxqk's solution](#)

558.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yxqk's solution](#)

559.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, strings
[yxqk's solution](#)

560.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[yxqk's solution](#)

561.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, greedy, sortings
[yxqk's solution](#)

562.

1090A

[Company Merging](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1300 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yxqk's solution](#)

563.

1055B

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

Quality: 5,542 global accepts · Rating: 1300 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[yxqk's solution](#)

564.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[yxqk's solution](#)

565.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[yxqk's solution](#)

566.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[yxqk's solution](#)

567.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yxqk's solution](#)

568.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yxqk's solution](#)

569.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

570.

1007A

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

Quality: 13,069 global accepts · Rating: 1300 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings, two pointers

[yxqk's solution](#)

571.

956A

[Mystical Mosaic](#) · [Tutorial](#)

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

[yxqk's solution](#)

572.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: brute force

[yxqk's solution](#)

573.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-01 · GNU C++ (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

574.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-14 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

575.

889A

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

Rating: 1300 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: greedy, implementation, trees

[yxqk's solution](#)

576.

883F

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

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-21 · last AC: 2017-10-26 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

577.

871A

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

Quality: 1300 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[yxqk's solution](#)

578.

840A

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

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-08-20 · GNU C++ (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[yxqk's solution](#)

579.

820B

[Mister B and Angle in Polygon](#) · [Tutorial](#)

Quality: 5,513 global accepts · Rating: 1300 · first AC: 2017-06-27 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, math

[yxqk's solution](#)

580.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2017-05-16 · GNU C++ (first AC) · Tags: data structures, implementation, math

[yxqk's solution](#)

581.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-04-05 · GNU C++ (first AC) · Tags: greedy, implementation, math

[yxqk's solution](#)

582.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

583.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-01-16 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[yxqk's solution](#)

584.

750B

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

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: geometry, implementation

[yxqk's solution](#)

585.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2016-12-22 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

586.

730H

[Delete Them](#) · [Tutorial](#)

Quality: 3,274 global accepts · Rating: 1300 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[yxqk's solution](#)

587.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: graphs

[yxqk's solution](#)

588.

690C1

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

Quality: 3,174 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

589.

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

590.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: brute force

[yxqk's solution](#)

591.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

592.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: implementation, sortings

[yxqk's solution](#)

593.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2016-04-21 · GNU C++ (first AC) · Tags: dp, greedy, strings

[yxqk's solution](#)

594.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-04-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math, number theory

[yxqk's solution](#)

595.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-04-01 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[yxqk's solution](#)

596.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-27 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dp, strings

[yxqk's solution](#)

597.

626B

[Cards](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1300 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: constructive algorithms, dp, math

[yxqk's solution](#)

598.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: combinatorics, math

[yxqk's solution](#)

599.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: math

[yxqk's solution](#)

600.

628C

[Bear and String Distance](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1300 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: greedy, strings

[yxqk's solution](#)

601.

628B

[New Skateboard](#) · [Tutorial](#)

Quality: 12,060 global accepts · Rating: 1300 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: dp

[yxqk's solution](#)

602.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[yxqk's solution](#)

603.

621B

[Wet Shark and Bishops](#) · [Tutorial](#)

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2016-01-31 · GNU C++ (first AC) · Tags: combinatorics, implementation

[yxqk's solution](#)

604.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: combinatorics

[yxqk's solution](#)

605.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2016-01-19 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[yxqk's solution](#)

606.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2016-01-13 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[yxqk's solution](#)

607.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[yxqk's solution](#)

608.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2015-12-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[yxqk's solution](#)

609.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: implementation, strings

[yxqk's solution](#)

610.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,536 global accepts · Rating: 1300 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[yxqk's solution](#)

611.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,684 global accepts · Rating: 1400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[yxqk's solution](#)

612.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yxqk's solution](#)

613.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[yxqk's solution](#)

614.

2154C1

[No Cost Too Great \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[yxqk's solution](#)

615.

2152C

[Triple Removal](#) · [Tutorial](#)

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

[yxqk's solution](#)

616.

2127C

[Trip Shopping](#) · [Tutorial](#)

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

[yxqk's solution](#)

617.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[yxqk's solution](#)

618.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[yxqk's solution](#)

619.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math,

sortings

[yxqk's solution](#)

620.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yxqk's solution](#)

621.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[yxqk's solution](#)

622.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[yxqk's solution](#)

623.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[yxqk's solution](#)

624.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[yxqk's solution](#)

625.

2034C

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

Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[yxqk's solution](#)

626.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,219 global accepts · Rating: 1400 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[yxqk's solution](#)

627.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[yxqk's solution](#)

628.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yxqk's solution](#)

629.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[yxqk's solution](#)

630.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
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631.

1919C

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

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
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632.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 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
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633.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
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634.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
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635.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
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636.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
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637.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
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638.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
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639.

1845C

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Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[yxqk's solution](#)

640.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[yxqk's solution](#)

641.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yxqk's solution](#)

642.

1837D

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Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

643.

1824A

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

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

[yxqk's solution](#)

644.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[yxqk's solution](#)

645.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[yxqk's solution](#)

646.

1682C

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

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

[yxqk's solution](#)

647.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[yxqk's solution](#)

648.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[yxqk's solution](#)

649.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[yxqk's solution](#)

650.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[yxqk's solution](#)

651.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[yxqk's solution](#)

652.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[yxqk's solution](#)

653.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,242 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[yxqk's solution](#)

654.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[yxqk's solution](#)

655.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings

[yxqk's solution](#)

656.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[yxqk's solution](#)

657.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · last AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[yxqk's solution](#)

658.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[yxqk's solution](#)

659.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[yxqk's solution](#)

660.

1513B

[AND Sequences](#) · [Tutorial](#)

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

[yxqk's solution](#)

661.

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[yxqk's solution](#)

662.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,508 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yxqk's solution](#)

663.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[yxqk's solution](#)

664.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[yxqk's solution](#)

665.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yxqk's solution](#)

666.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[yxqk's solution](#)

667.

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive

[yxqk's solution](#)

668.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[yxqk's solution](#)

669.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[yxqk's solution](#)

670.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

671.

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

[yxqk's solution](#)

672.

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

[yxqk's solution](#)

673.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

674.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[yxqk's solution](#)

675.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

676.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yxqk's solution](#)

677.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[yxqk's solution](#)

678.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[yxqk's solution](#)

679.

1167C

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

Quality: 26,009 global accepts · Rating: 1400 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yxqk's solution](#)

680.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer,

interactive, math

[yxqk's solution](#)

681.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,600 global accepts · Rating: 1400 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

682.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yxqk's solution](#)

683.

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

[yxqk's solution](#)

684.

1091C

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

[yxqk's solution](#)

685.

1088C

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Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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686.

1009B

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Quality: 10,721 global accepts · Rating: 1400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

687.

981C

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Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

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688.

958D1

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[yxqk's solution](#)

689.

958A1

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690.

954B

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691.

843A

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Quality: 5,959 global accepts · Rating: 1400 · first AC: 2017-11-01 · GNU C++ (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

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692.

868B

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Quality: 3,908 global accepts · Rating: 1400 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

693.

866A

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

Rating: 1400 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math

[yxqk's solution](#)

694.

838A

[Binary Blocks](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 1400 · first AC: 2017-08-12 · GNU C++ (first AC) · Tags: brute force

[yxqk's solution](#)

695.

802J1

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Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[yxqk's solution](#)

696.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-16 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[yxqk's solution](#)

697.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-06 · last AC: 2017-05-06 · GNU C++ (first AC) · Tags: combinatorics, greedy, implementation, math

[yxqk's solution](#)

698.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

699.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[yxqk's solution](#)

700.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2017-01-28 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers

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701.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-01-28 · GNU C++ (first AC) · Tags: math, number theory

[yxqk's solution](#)

702.

748C

[Santa Claus and Robot](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1400 · first AC: 2017-01-15 · GNU C++ (first AC) · Tags: constructive algorithms, math
[yxqk's solution](#)

703.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-13 · GNU C++ (first AC) · Tags: greedy, math, number theory
[yxqk's solution](#)

704.

714C

[Sonya and Queries](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: data structures, implementation
[yxqk's solution](#)

705.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
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706.

710B

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

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: brute force, sortings
[yxqk's solution](#)

707.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1400 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: implementation, math
[yxqk's solution](#)

708.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-07-30 · last AC: 2016-07-30 · GNU C++ (first AC) · Tags: brute force, dp
[yxqk's solution](#)

709.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

710.

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: brute force, implementation, math, strings
[yxqk's solution](#)

711.

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation
[yxqk's solution](#)

712.

680C

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

Rating: 1400 · first AC: 2016-06-10 · GNU C++ (first AC) · Tags: constructive algorithms, interactive, math, number theory
[yxqk's solution](#)

713.

641B

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

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2016-06-03 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

714.

677B

[Vanya and Food Processor](#) · [Tutorial](#)

Quality: 7,920 global accepts · Rating: 1400 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

715.

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[yxqk's solution](#)

716.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[yxqk's solution](#)

717.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2016-04-21 · GNU C++ (first AC) · Tags: brute force

[yxqk's solution](#)

718.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

719.

637C

[Promocodes with Mistakes](#) · [Tutorial](#)

Quality: 2,525 global accepts · Rating: 1400 · first AC: 2016-03-24 · GNU C++ (first AC) · Tags: *special, brute force, constructive algorithms, implementation

[yxqk's solution](#)

720.

651C

[Watchmen](#) · [Tutorial](#)

Rating: 1400 · first AC: 2016-03-10 · GNU C++ (first AC) · Tags: data structures, geometry, implementation, sortings

[yxqk's solution](#)

721.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2016-03-09 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[yxqk's solution](#)

722.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

723.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: combinatorics, math

[yxqk's solution](#)

724.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2016-02-04 · last AC: 2016-02-04 · GNU C++ (first AC) · Tags: dp, implementation, two pointers

[yxqk's solution](#)

725.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: binary search, greedy

[yxqk's solution](#)

726.

614B

[Gena's Code](#) · [Tutorial](#)

Quality: 7,295 global accepts · Rating: 1400 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

727.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2016-01-13 · GNU C++ (first AC) · Tags: data structures, expression parsing, math

[yxqk's solution](#)

728.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,685 global accepts · Rating: 1400 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[yxqk's solution](#)

729.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[yxqk's solution](#)

730.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers

[yxqk's solution](#)

731.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[yxqk's solution](#)

732.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[yxqk's solution](#)

733.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

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734.

2053C

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735.

1997D

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736.

1876B

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737.

1842C

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738.

1776L

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739.

1767D

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740.

1673C

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741.

1651C

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742.

1646C

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743.

1630A

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Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

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744.

1621B

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745.

1616C

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[yxqk's solution](#)

746.

1614C

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Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[yxqk's solution](#)

747.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[yxqk's solution](#)

748.

1486B

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Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

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749.

1487D

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[yxqk's solution](#)

750.

1473C

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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

751.

1466D

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Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

[yxqk's solution](#)

752.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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753.

1444A

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Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[yxqk's solution](#)

754.

1408C

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Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[yxqk's solution](#)

755.

1416A

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Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[yxqk's solution](#)

756.

1404A

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Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

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757.

1368C

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Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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758.

1368B

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Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[yxqk's solution](#)

759.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[yxqk's solution](#)

760.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[yxqk's solution](#)

761.

1326D1

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

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[yxqk's solution](#)

762.

1313C1

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[yxqk's solution](#)

763.

1307C

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764.

1304C

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

[yxqk's solution](#)

765.

1301B

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Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[yxqk's solution](#)

766.

1299A

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767.

1263D

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Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

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768.

1242A

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769.

1236B

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770.

1218F

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771.

1209C

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

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772.

1208B

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Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

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773.

1207C

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Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yxqk's solution](#)

774.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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775.

1195D1

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Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[yxqk's solution](#)

776.

1179A

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Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yxqk's solution](#)

777.

1181B

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Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · Python 3 (first AC) · Tags: greedy, implementation, strings

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778.

1167D

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Quality: 7,370 global accepts · Rating: 1500 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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779.

1158A

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Quality: 8,339 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

[yxqk's solution](#)

780.

1161A

[Hide and Seek](#) · [Tutorial](#)

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

[yxqk's solution](#)

781.

1119C

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Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yxqk's solution](#)

782.

1110C

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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

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783.

1081C

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Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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784.

1081B

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785.

1089G

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Quality: 3,228 global accepts · Rating: 1500 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: math

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786.

1070F

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787.

1070H

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788.

1012A

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789.

1010A

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Quality: 9,004 global accepts · Rating: 1500 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

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790.

997A

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Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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791.

990C

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792.

985C

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793.

676B

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Quality: 5,835 global accepts · Rating: 1500 · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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794.

958F1

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795.

930A

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796.

908C

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797.

901A

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798.

891A

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799.

883E

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[yxqk's solution](#)

800.

875B

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Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: dsu, implementation, sortings, two pointers

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801.

873B

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Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-12 · GNU C++ (first AC) · Tags: dp, implementation

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802.

868C

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Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · GNU C++ (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

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803.

863B

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Quality: 10,936 global accepts · Rating: 1500 · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: brute force, greedy, sortings

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804.

847A

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805.

860A

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[yxqk's solution](#)

806.

859C

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807.

845C

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808.

854C

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Rating: 1500 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: —

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809.

846A

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[yxqk's solution](#)

810.

837C

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Quality: 4,563 global accepts · Rating: 1500 · first AC: 2017-08-06 · GNU C++ (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

811.

825D

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Quality: 3,728 global accepts · Rating: 1500 · first AC: 2017-07-19 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[yxqk's solution](#)

812.

817B

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Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-16 · Python 3 (first AC) · Tags: combinatorics, implementation, math, sortings

[yxqk's solution](#)

813.

809A

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Quality: 4,875 global accepts · Rating: 1500 · first AC: 2017-05-23 · GNU C++ (first AC) · Tags: implementation, math, sortings

[yxqk's solution](#)

814.

771B

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

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2017-04-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

815.

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2017-04-09 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[yxqk's solution](#)

816.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2017-01-17 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers
[yxqk's solution](#)

817.

748B

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Quality: 5,558 global accepts · Rating: 1500 · first AC: 2017-01-15 · GNU C++ (first AC) · Tags: implementation, strings
[yxqk's solution](#)

818.

744A

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Quality: 9,732 global accepts · Rating: 1500 · first AC: 2016-12-21 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[yxqk's solution](#)

819.

746D

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Quality: 5,367 global accepts · Rating: 1500 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[yxqk's solution](#)

820.

709B

[Checkpoints](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1500 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
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821.

710C

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Quality: 5,552 global accepts · Rating: 1500 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: constructive algorithms, math
[yxqk's solution](#)

822.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: math, number theory
[yxqk's solution](#)

823.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers
[yxqk's solution](#)

824.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,633 global accepts · Rating: 1500 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math
[yxqk's solution](#)

825.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,797 global accepts · Rating: 1500 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: binary search, strings, two pointers
[yxqk's solution](#)

826.

697C

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

Rating: 1500 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, trees
[yxqk's solution](#)

827.

690C2

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

Quality: 5,011 global accepts · Rating: 1500 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[yxqk's solution](#)

828.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[yxqk's solution](#)

829.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2016-06-02 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, implementation, strings

[yxqk's solution](#)

830.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,441 global accepts · Rating: 1500 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: binary search, dp, strings, two pointers

[yxqk's solution](#)

831.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-13 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

832.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: binary search, implementation

[yxqk's solution](#)

833.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: geometry, implementation, math

[yxqk's solution](#)

834.

638B

[Making Genome in Berland](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1500 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: *special, dfs and similar, strings

[yxqk's solution](#)

835.

630K

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Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: math, number theory

[yxqk's solution](#)

836.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: greedy

[yxqk's solution](#)

837.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

838.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

839.

611C

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

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2015-12-30 · last AC: 2015-12-31 · GNU C++ (first AC) · Tags: dp, implementation

[yxqk's solution](#)

840.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,464 global accepts · Rating: 1500 · first AC: 2015-12-28 · GNU C++ (first AC) · Tags: combinatorics, strings

[yxqk's solution](#)

841.

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

842.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2015-05-19 · GNU C++ (first AC) · Tags: dp, greedy

[yxqk's solution](#)

843.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1600 · first AC: 2026-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[yxqk's solution](#)

844.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[yxqk's solution](#)

845.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,896 global accepts · Rating: 1600 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[yxqk's solution](#)

846.

2157D

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

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[yxqk's solution](#)

847.

2129B

[Stay or Mirror](#) · [Tutorial](#)

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

[yxqk's solution](#)

848.

2084D

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

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[yxqk's solution](#)

849.

2085C

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

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

[yxqk's solution](#)

850.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,241 global accepts · Rating: 1600 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

851.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[yxqk's solution](#)

852.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[yxqk's solution](#)

853.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[yxqk's solution](#)

854.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[yxqk's solution](#)

855.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

856.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[yxqk's solution](#)

857.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[yxqk's solution](#)

858.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[yxqk's solution](#)

859.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[yxqk's solution](#)

860.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[yxqk's solution](#)

861.

1671D

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

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

[yxqk's solution](#)

862.

1665C

[Tree Infection](#) · [Tutorial](#)

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

[yxqk's solution](#)

863.

1658D1

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

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[yxqk's solution](#)

864.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yxqk's solution](#)

865.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[yxqk's solution](#)

866.

1623C

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

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[yxqk's solution](#)

867.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[yxqk's solution](#)

868.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[yxqk's solution](#)

869.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[yxqk's solution](#)

870.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[yxqk's solution](#)

871.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[yxqk's solution](#)

872.

1566D2

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

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

873.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[yxqk's solution](#)

874.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
[yxqk's solution](#)

875.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,609 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yxqk's solution](#)

876.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[yxqk's solution](#)

877.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[yxqk's solution](#)

878.

1476C

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

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[yxqk's solution](#)

879.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[yxqk's solution](#)

880.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[yxqk's solution](#)

881.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees
[yxqk's solution](#)

882.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers
[yxqk's solution](#)

883.

1373D

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

Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
[yxqk's solution](#)

884.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[yxqk's solution](#)

885.

1336A

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

Quality: 24,670 global accepts · Rating: 1600 · first AC: 2020-04-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[yxqk's solution](#)

886.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[yxqk's solution](#)

887.

1327C

[Game with Chips](#) · [Tutorial](#)

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

888.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory
[yxqk's solution](#)

889.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation

[yxqk's solution](#)

890.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[yxqk's solution](#)

891.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[yxqk's solution](#)

892.

1261B1

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

Rating: 1600 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[yxqk's solution](#)

893.

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

[yxqk's solution](#)

894.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[yxqk's solution](#)

895.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[yxqk's solution](#)

896.

1240A

[Save the Nature](#) · [Tutorial](#)

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

[yxqk's solution](#)

897.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yxqk's solution](#)

898.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings

[yxqk's solution](#)

899.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[yxqk's solution](#)

900.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[yxqk's solution](#)

901.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[yxqk's solution](#)

902.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: trees
[yxqk's solution](#)

903.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[yxqk's solution](#)

904.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[yxqk's solution](#)

905.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers
[yxqk's solution](#)

906.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2019-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings
[yxqk's solution](#)

907.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[yxqk's solution](#)

908.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-19 · last AC: 2019-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[yxqk's solution](#)

909.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yxqk's solution](#)

910.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yxqk's solution](#)

911.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yxqk's solution](#)

912.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[yxqk's solution](#)

913.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[yxqk's solution](#)

914.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[yxqk's solution](#)

915.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-28 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings

[yxqk's solution](#)

916.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yxqk's solution](#)

917.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[yxqk's solution](#)

918.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

919.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[yxqk's solution](#)

920.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[yxqk's solution](#)

921.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[yxqk's solution](#)

922.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1600 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yxqk's solution](#)

923.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[yxqk's solution](#)

924.

958E1

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

Quality: 1,783 global accepts · Rating: 1600 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, math
[yxqk's solution](#)

925.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers
[yxqk's solution](#)

926.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths
[yxqk's solution](#)

927.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: greedy
[yxqk's solution](#)

928.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2018-03-07 · GNU C++ (first AC) · Tags: implementation, probabilities, strings
[yxqk's solution](#)

929.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,567 global accepts · Rating: 1600 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: brute force, number theory
[yxqk's solution](#)

930.

860B

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-09-18 · last AC: 2018-01-25 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, implementation, strings
[yxqk's solution](#)

931.

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2018-01-09 · last AC: 2018-01-09 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy
[yxqk's solution](#)

932.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: implementation, strings
[yxqk's solution](#)

933.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: greedy, implementation
[yxqk's solution](#)

934.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,992 global accepts · Rating: 1600 · first AC: 2017-10-26 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms
[yxqk's solution](#)

935.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-12 · GNU C++ (first AC) · Tags: greedy, two pointers
[yxqk's solution](#)

936.

847H

[Load Testing](#) · [Tutorial](#)

Quality: 2,608 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: greedy
[yxqk's solution](#)

937.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1600 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: binary search, data structures
[yxqk's solution](#)

938.

845B

[Luba And The Ticket](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1600 · first AC: 2017-09-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[yxqk's solution](#)

939.

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2017-09-10 · GNU C++ (first AC) · Tags: brute force, constructive algorithms
[yxqk's solution](#)

940.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2017-09-01 · GNU C++ (first AC) · Tags: constructive algorithms
[yxqk's solution](#)

941.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-08-13 · GNU C++ (first AC) · Tags: dp, implementation
[yxqk's solution](#)

942.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-06 · GNU C++ (first AC) · Tags: brute force, implementation
[yxqk's solution](#)

943.

832B

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,682 global accepts · Rating: 1600 · first AC: 2017-07-25 · GNU C++ (first AC) · Tags: implementation, strings
[yxqk's solution](#)

944.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-19 · GNU C++ (first AC) · Tags: greedy, implementation
[yxqk's solution](#)

945.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-19 · GNU C++ (first AC) · Tags: brute force, implementation
[yxqk's solution](#)

946.

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-16 · last AC: 2017-07-16 · GNU C++ (first AC) · Tags: data structures, implementation, sortings
[yxqk's solution](#)

947.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-07-01 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

948.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: binary search, brute force, dp, math
[yxqk's solution](#)

949.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees
[yxqk's solution](#)

950.

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2017-04-05 · GNU C++ (first AC) · Tags: dp, two pointers
[yxqk's solution](#)

951.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: binary search, greedy, math
[yxqk's solution](#)

952.

736B

[Taxes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-07 · GNU C++ (first AC) · Tags: math, number theory
[yxqk's solution](#)

953.

736A

[Tennis Championship](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-01-07 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dp, math
[yxqk's solution](#)

954.

741B

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

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu
[yxqk's solution](#)

955.

741A

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

Quality: 5,695 global accepts · Rating: 1600 · first AC: 2017-01-04 · GNU C++ (first AC) · Tags: dfs and similar, math
[yxqk's solution](#)

956.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2016-12-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math
[yxqk's solution](#)

957.

730G

[Car Repair Shop](#) · [Tutorial](#)

Quality: 2,311 global accepts · Rating: 1600 · first AC: 2016-10-23 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

958.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2016-10-20 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[yxqk's solution](#)

959.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[yxqk's solution](#)

960.

723C

[Polycarp at the Radio](#) · [Tutorial](#)

Quality: 5,217 global accepts · Rating: 1600 · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: greedy
[yxqk's solution](#)

961.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[yxqk's solution](#)

962.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: greedy, math
[yxqk's solution](#)

963.

705C

[Thor](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-08-08 · last AC: 2016-08-25 · GNU C++ (first AC) · Tags: brute force, data structures, implementation
[yxqk's solution](#)

964.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: dp, strings
[yxqk's solution](#)

965.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2016-07-15 · GNU C++ (first AC) · Tags: implementation, strings
[yxqk's solution](#)

966.

689B

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

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[yxqk's solution](#)

967.

595B

[Pasha and Phone](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1600 · first AC: 2016-06-21 · GNU C++ (first AC) · Tags: binary search, math
[yxqk's solution](#)

968.

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2016-06-20 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees
[yxqk's solution](#)

969.

658C

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

Rating: 1600 · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: constructive algorithms, trees
[yxqk's solution](#)

970.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,840 global accepts · Rating: 1600 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy
[yxqk's solution](#)

971.

678C

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

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: implementation, math, number theory
[yxqk's solution](#)

972.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

973.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-06-13 · GNU C++ (first AC) · Tags: graphs
[yxqk's solution](#)

974.

674B

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

Rating: 1600 · first AC: 2016-05-26 · GNU C++ (first AC) · Tags: constructive algorithms, graphs
[yxqk's solution](#)

975.

665A

[Buses Between Cities](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 1600 · first AC: 2016-04-21 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

976.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-04-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[yxqk's solution](#)

977.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: binary search, dp, two pointers

[yxqk's solution](#)

978.

637D

[Running with Obstacles](#) · [Tutorial](#)

Quality: 2,126 global accepts · Rating: 1600 · first AC: 2016-03-25 · last AC: 2016-03-25 · GNU C++ (first AC) · Tags: *special, data structures, dp, greedy

[yxqk's solution](#)

979.

645C

[Enduring Exodus](#) · [Tutorial](#)

Quality: 4,303 global accepts · Rating: 1600 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: binary search, two pointers

[yxqk's solution](#)

980.

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: brute force, greedy, math, number theory

[yxqk's solution](#)

981.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: combinatorics, math

[yxqk's solution](#)

982.

618C

[Constellation](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 1600 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: geometry, implementation

[yxqk's solution](#)

983.

604C

[Alternative Thinking](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, math

[yxqk's solution](#)

984.

606C

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

Rating: 1600 · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

985.

606B

[Testing Robots](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 1600 · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

986.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2016-01-24 · last AC: 2016-01-24 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

987.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: binary search, data structures, two pointers

[yxqk's solution](#)

988.

616C

[The Labyrinth](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: dfs and similar

[yxqk's solution](#)

989.

615B

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

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

[yxqk's solution](#)

990.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-28 · GNU C++ (first AC) · Tags: dp

[yxqk's solution](#)

991.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-21 · GNU C++ (first AC) · Tags: sortings

[yxqk's solution](#)

992.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 1700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[yxqk's solution](#)

993.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yxqk's solution](#)

994.

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yxqk's solution](#)

995.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

996.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[yxqk's solution](#)

997.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[yxqk's solution](#)

998.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math
[yxqk's solution](#)

999.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[yxqk's solution](#)

1000.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math
[yxqk's solution](#)

1001.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[yxqk's solution](#)

1002.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[yxqk's solution](#)

1003.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy
[yxqk's solution](#)

1004.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing
[yxqk's solution](#)

1005.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings
[yxqk's solution](#)

1006.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[yxqk's solution](#)

1007.

2080B

[Best Runner](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 1700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[yxqk's solution](#)

1008.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[yxqk's solution](#)

1009.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs
[yxqk's solution](#)

1010.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[yxqk's solution](#)

1011.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[yxqk's solution](#)

1012.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
[yxqk's solution](#)

1013.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths
[yxqk's solution](#)

1014.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[yxqk's solution](#)

1015.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[yxqk's solution](#)

1016.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[yxqk's solution](#)

1017.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[yxqk's solution](#)

1018.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[yxqk's solution](#)

1019.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[yxqk's solution](#)

1020.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[yxqk's solution](#)

1021.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, geometry, math

[yxqk's solution](#)

1022.

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[yxqk's solution](#)

1023.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[yxqk's solution](#)

1024.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[yxqk's solution](#)

1025.

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[yxqk's solution](#)

1026.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[yxqk's solution](#)

1027.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[yxqk's solution](#)

1028.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[yxqk's solution](#)

1029.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[yxqk's solution](#)

1030.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yxqk's solution](#)

1031.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[yxqk's solution](#)

1032.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[yxqk's solution](#)

1033.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[yxqk's solution](#)

1034.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[yxqk's solution](#)

1035.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[yxqk's solution](#)

1036.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

1037.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math
[yxqk's solution](#)

1038.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[yxqk's solution](#)

1039.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
[yxqk's solution](#)

1040.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
[yxqk's solution](#)

1041.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[yxqk's solution](#)

1042.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[yxqk's solution](#)

1043.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive
[yxqk's solution](#)

1044.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[yxqk's solution](#)

1045.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
[yxqk's solution](#)

1046.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[yxqk's solution](#)

1047.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[yxqk's solution](#)**1048.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[yxqk's solution](#)**1049.**

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,222 global accepts · Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory

[yxqk's solution](#)**1050.**

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[yxqk's solution](#)**1051.**

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[yxqk's solution](#)**1052.**

1368D

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

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[yxqk's solution](#)**1053.**

1361A

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

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

[yxqk's solution](#)**1054.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[yxqk's solution](#)**1055.**

1336B

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

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

[yxqk's solution](#)**1056.**

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[yxqk's solution](#)**1057.**

1332D

[Walk on Matrix](#) · [Tutorial](#)

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

1058.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[yxqk's solution](#)

1059.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[yxqk's solution](#)

1060.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yxqk's solution](#)

1061.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[yxqk's solution](#)

1062.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[yxqk's solution](#)

1063.

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
[yxqk's solution](#)

1064.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[yxqk's solution](#)

1065.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[yxqk's solution](#)

1066.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[yxqk's solution](#)

1067.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yxqk's solution](#)

1068.

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

[yxqk's solution](#)

1069.

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

[yxqk's solution](#)

1070.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[yxqk's solution](#)

1071.

1217C

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

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[yxqk's solution](#)

1072.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[yxqk's solution](#)

1073.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[yxqk's solution](#)

1074.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[yxqk's solution](#)

1075.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[yxqk's solution](#)

1076.

1168A

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

Quality: 7,596 global accepts · Rating: 1700 · first AC: 2019-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[yxqk's solution](#)

1077.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[yxqk's solution](#)

1078.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[yxqk's solution](#)

1079.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees
[yxqk's solution](#)

1080.

1089E

[Easy Chess](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[yxqk's solution](#)

1081.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
[yxqk's solution](#)

1082.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees
[yxqk's solution](#)

1083.

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
[yxqk's solution](#)

1084.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[yxqk's solution](#)

1085.

1009D

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

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[yxqk's solution](#)

1086.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[yxqk's solution](#)

1087.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[yxqk's solution](#)

1088.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[yxqk's solution](#)

1089.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[yxqk's solution](#)

1090.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
[yxqk's solution](#)

1091.

966B

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

Rating: 1700 · first AC: 2018-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[yxqk's solution](#)

1092.

956C

[Riverside Curio](#) · [Tutorial](#)

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

1093.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: implementation
[yxqk's solution](#)

1094.

949B

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

Quality: 3,834 global accepts · Rating: 1700 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: constructive algorithms, math
[yxqk's solution](#)

1095.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-02-26 · GNU C++ (first AC) · Tags: binary search, implementation, math
[yxqk's solution](#)

1096.

938C

[Constructing Tests](#) · [Tutorial](#)

Quality: 3,471 global accepts · Rating: 1700 · first AC: 2018-02-21 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms
[yxqk's solution](#)

1097.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-01 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs
[yxqk's solution](#)

1098.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-29 · last AC: 2018-01-30 · GNU C++ (first AC) · Tags: dfs and similar, dp, games, graphs
[yxqk's solution](#)

1099.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-13 · GNU C++ (first AC) · Tags: dp, greedy

[yxqk's solution](#)

1100.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math
[yxqk's solution](#)

1101.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: brute force, data structures, math
[yxqk's solution](#)

1102.

896A

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

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: binary search, dfs and similar
[yxqk's solution](#)

1103.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2017-09-14 · GNU C++ (first AC) · Tags: brute force, geometry, math
[yxqk's solution](#)

1104.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-08-01 · GNU C++ (first AC) · Tags: math, number theory
[yxqk's solution](#)

1105.

827A

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

Quality: 4,332 global accepts · Rating: 1700 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: data structures, greedy, sortings, strings
[yxqk's solution](#)

1106.

818D

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

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-07-01 · last AC: 2017-07-01 · GNU C++ (first AC) · Tags: data structures, implementation
[yxqk's solution](#)

1107.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2017-06-18 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[yxqk's solution](#)

1108.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-06 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[yxqk's solution](#)

1109.

806A

[Success Rate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-10 · GNU C++ (first AC) · Tags: binary search, math
[yxqk's solution](#)

1110.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-04-22 · GNU C++ (first AC) · Tags: binary search, greedy, strings

[yxqk's solution](#)

1111.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: data structures, greedy, strings

[yxqk's solution](#)

1112.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-10 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math

[yxqk's solution](#)

1113.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-01-10 · GNU C++ (first AC) · Tags: binary search

[yxqk's solution](#)

1114.

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2017-01-09 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

1115.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-20 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[yxqk's solution](#)

1116.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: dp

[yxqk's solution](#)

1117.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[yxqk's solution](#)

1118.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

1119.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2016-07-15 · last AC: 2016-07-15 · GNU C++ (first AC) · Tags: dfs and similar, dsu, math

[yxqk's solution](#)

1120.

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-11 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

1121.

689C

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

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

[yxqk's solution](#)

1122.

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-06-24 · GNU C++ (first AC) · Tags: brute force, combinatorics, math

[yxqk's solution](#)

1123.

678D

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

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: math, number theory

[yxqk's solution](#)

1124.

670E

[Correct Bracket Sequence Editor](#) · [Tutorial](#)

Quality: 3,464 global accepts · Rating: 1700 · first AC: 2016-05-12 · GNU C++ (first AC) · Tags: data structures, dsu, strings

[yxqk's solution](#)

1125.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-16 · GNU C++ (first AC) · Tags: *special, constructive algorithms, data structures, two pointers

[yxqk's solution](#)

1126.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2016-03-09 · GNU C++ (first AC) · Tags: sortings, strings

[yxqk's solution](#)

1127.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2016-02-24 · GNU C++ (first AC) · Tags: combinatorics, math

[yxqk's solution](#)

1128.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-02-23 · GNU C++ (first AC) · Tags: geometry, math

[yxqk's solution](#)

1129.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: data structures, implementation

[yxqk's solution](#)

1130.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2016-02-08 · GNU C++ (first AC) · Tags: implementation, math

[yxqk's solution](#)

1131.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2016-02-01 · GNU C++ (first AC) · Tags: combinatorics, math, number theory, probabilities

[yxqk's solution](#)

1132.

606D

[Lazy Student](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-01-28 · GNU C++ (first AC) · Tags: graphs

[yxqk's solution](#)

1133.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[yxqk's solution](#)

1134.

596C

[Wilbur and Points](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 1700 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: combinatorics, greedy, sortings

[yxqk's solution](#)

1135.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,104 global accepts · Rating: 1700 · first AC: 2015-11-14 · last AC: 2015-11-14 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[yxqk's solution](#)

1136.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[yxqk's solution](#)

1137.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[yxqk's solution](#)

1138.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 1800 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

1139.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[yxqk's solution](#)

1140.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[yxqk's solution](#)

1141.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[yxqk's solution](#)

1142.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[yxqk's solution](#)

1143.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[yxqk's solution](#)

1144.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[yxqk's solution](#)

1145.

2079D

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

Quality: 683 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, sortings

[yxqk's solution](#)

1146.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yxqk's solution](#)

1147.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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1148.

2039C2

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Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

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1149.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

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1150.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[yxqk's solution](#)

1151.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[yxqk's solution](#)

1152.

1912K

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Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[yxqk's solution](#)

1153.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
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1154.

1852B

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Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers
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1155.

1852A

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Quality: 9,242 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory
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1156.

1848C

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Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
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1157.

1845D

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Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
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1158.

1824B1

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Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees
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1159.

1666L

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Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
[yxqk's solution](#)

1160.

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry
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1161.

1648B

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Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math
[yxqk's solution](#)

1162.

1635D

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Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings
[yxqk's solution](#)

1163.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[yxqk's solution](#)

1164.

1630B

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Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[yxqk's solution](#)

1165.

1586D

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Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[yxqk's solution](#)

1166.

1572A

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Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[yxqk's solution](#)

1167.

1556D

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

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1168.

1556C

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

[yxqk's solution](#)

1169.

1517D

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Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[yxqk's solution](#)

1170.

1491D

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Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[yxqk's solution](#)

1171.

1477A

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Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[yxqk's solution](#)

1172.

1466E

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Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[yxqk's solution](#)

1173.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy
[yxqk's solution](#)

1174.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[yxqk's solution](#)

1175.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
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1176.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[yxqk's solution](#)

1177.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
[yxqk's solution](#)

1178.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
[yxqk's solution](#)

1179.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[yxqk's solution](#)

1180.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[yxqk's solution](#)

1181.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yxqk's solution](#)

1182.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[yxqk's solution](#)

1183.

1326D2

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

Quality: 11,759 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

[yxqk's solution](#)

1184.

1304D

[Shortest and Longest LIS · Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[yxqk's solution](#)

1185.

1299B

[Aerodynamic · Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[yxqk's solution](#)

1186.

1290B

[Irreducible Anagrams · Tutorial](#)

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[yxqk's solution](#)

1187.

1295D

[Same GCDs · Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yxqk's solution](#)

1188.

1286B

[Numbers on Tree · Tutorial](#)

Quality: 5,469 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

[yxqk's solution](#)

1189.

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

[yxqk's solution](#)

1190.

1261B2

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

Rating: 1800 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[yxqk's solution](#)

1191.

1254B1

[Send Boxes to Alice \(Easy Version\) · Tutorial](#)

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[yxqk's solution](#)

1192.

1252H

[Twin Buildings · Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

1193.

1246B

[Power Products](#) · [Tutorial](#)

Quality: 1800 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[yxqk's solution](#)

1194.

1208C

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Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

1195.

1207D

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Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[yxqk's solution](#)

1196.

1195D2

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

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[yxqk's solution](#)

1197.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-12 · last AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[yxqk's solution](#)

1198.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yxqk's solution](#)

1199.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

1200.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,177 global accepts · Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[yxqk's solution](#)

1201.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

1202.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

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1203.

1129A2

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Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-24 · last AC: 2019-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[yxqk's solution](#)

1204.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

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1205.

1090D

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Quality: 2,364 global accepts · Rating: 1800 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

1206.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[yxqk's solution](#)

1207.

1063B

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Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

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1208.

1034A

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Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: number theory

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1209.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, math

[yxqk's solution](#)

1210.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[yxqk's solution](#)

1211.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[yxqk's solution](#)

1212.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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1213.

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

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1214.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[yxqk's solution](#)

1215.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2018-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yxqk's solution](#)

1216.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[yxqk's solution](#)

1217.

963A

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

[yxqk's solution](#)

1218.

958F2

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

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

[yxqk's solution](#)

1219.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: dp

[yxqk's solution](#)

1220.

922D

[Robot Vacuum Cleaner](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

1221.

917A

[The Monster](#) · [Tutorial](#)

Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-29 · last AC: 2018-01-30 · GNU C++ (first AC) · Tags: dp, greedy, implementation, math

[yxqk's solution](#)

1222.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[yxqk's solution](#)

1223.

911D

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

Quality: 5,108 global accepts · Rating: 1800 · first AC: 2018-01-11 · GNU C++ (first AC) · Tags: brute force, math

[yxqk's solution](#)

1224.

913D

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

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2018-01-09 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[yxqk's solution](#)

1225.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-24 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[yxqk's solution](#)

1226.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2017-11-20 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[yxqk's solution](#)

1227.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-21 · last AC: 2017-10-26 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[yxqk's solution](#)

1228.

883K

[Road Widening](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 1800 · first AC: 2017-10-21 · last AC: 2017-10-26 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[yxqk's solution](#)

1229.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,030 global accepts · Rating: 1800 · first AC: 2017-10-12 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[yxqk's solution](#)

1230.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-08 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[yxqk's solution](#)

1231.

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: data structures, implementation

[yxqk's solution](#)

1232.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: graphs, implementation

[yxqk's solution](#)

1233.

847K

[Travel Cards](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2017-09-19 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[yxqk's solution](#)

1234.

847C

[Sum of Nestings](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

1235.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: binary search, dp

[yxqk's solution](#)

1236.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2017-09-15 · GNU C++ (first AC) · Tags: data structures, dp, greedy
[yxqk's solution](#)

1237.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2017-09-07 · GNU C++ (first AC) · Tags: data structures, math, probabilities, two pointers
[yxqk's solution](#)

1238.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2017-09-06 · last AC: 2017-09-06 · GNU C++ (first AC) · Tags: brute force, data structures, dp
[yxqk's solution](#)

1239.

854D

[Jury Meeting](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: greedy
[yxqk's solution](#)

1240.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: brute force, greedy
[yxqk's solution](#)

1241.

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2017-07-16 · GNU C++ (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[yxqk's solution](#)

1242.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, trees
[yxqk's solution](#)

1243.

802A2

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

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: data structures, greedy
[yxqk's solution](#)

1244.

802A1

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

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: greedy
[yxqk's solution](#)

1245.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-06 · Python 3 (first AC) · Tags: brute force, math
[yxqk's solution](#)

1246.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-21 · GNU C++ (first AC) · Tags: games, greedy, sortings

[yxqk's solution](#)

1247.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-04-22 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[yxqk's solution](#)

1248.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: geometry

[yxqk's solution](#)

1249.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: binary search, greedy

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1250.

724C

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1251.

743D

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Quality: 4,730 global accepts · Rating: 1800 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

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1252.

747D

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Quality: 3,461 global accepts · Rating: 1800 · first AC: 2016-12-22 · last AC: 2016-12-22 · GNU C++ (first AC) · Tags: dp, greedy, sortings

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1253.

730A

[Toda 2](#) · [Tutorial](#)

Quality: 1,734 global accepts · Rating: 1800 · first AC: 2016-10-24 · GNU C++ (first AC) · Tags: greedy, implementation

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1254.

730B

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1255.

721C

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Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-10-06 · GNU C++ (first AC) · Tags: dp, graphs

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1256.

706D

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Quality: 12,595 global accepts · Rating: 1800 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: binary search, bitmasks, data structures, trees

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1257.

691C

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Quality: 2,971 global accepts · Rating: 1800 · first AC: 2016-07-15 · GNU C++ (first AC) · Tags: implementation, strings

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1258.

690E1

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Quality: 735 global accepts · Rating: 1800 · first AC: 2016-07-11 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

1259.

690D2

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1260.

688D

[Reminders Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-07-02 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory

[yxqk's solution](#)

1261.

641C

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[yxqk's solution](#)

1262.

675D

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Quality: 4,271 global accepts · Rating: 1800 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: data structures, trees

[yxqk's solution](#)

1263.

672C

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

Rating: 1800 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: brute force, geometry, greedy, implementation

[yxqk's solution](#)

1264.

667C

[Reberland Linguistics](#) · [Tutorial](#)

Rating: 1800 · first AC: 2016-05-01 · GNU C++ (first AC) · Tags: dp, strings

[yxqk's solution](#)

1265.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2016-04-21 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory

[yxqk's solution](#)

1266.

652D

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Quality: 4,798 global accepts · Rating: 1800 · first AC: 2016-03-28 · last AC: 2016-03-28 · GNU C++ (first AC) · Tags: data structures, sortings

[yxqk's solution](#)

1267.

652C

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Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-03-26 · GNU C++ (first AC) · Tags: combinatorics, sortings, two pointers

[yxqk's solution](#)

1268.

645D

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Quality: 3,342 global accepts · Rating: 1800 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: binary search, dp, graphs

[yxqk's solution](#)

1269.

626D

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Quality: 3,161 global accepts · Rating: 1800 · first AC: 2016-03-07 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp, probabilities

[yxqk's solution](#)

1270.

630M

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Quality: 1,399 global accepts · Rating: 1800 · first AC: 2016-02-24 · GNU C++ (first AC) · Tags: geometry, math

[yxqk's solution](#)

1271.

604D

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

Rating: 1800 · first AC: 2016-01-29 · GNU C++ (first AC) · Tags: combinatorics, dsu, math, number theory

[yxqk's solution](#)

1272.

600C

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Quality: 7,082 global accepts · Rating: 1800 · first AC: 2016-01-19 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, strings

[yxqk's solution](#)

1273.

612D

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Quality: 4,362 global accepts · Rating: 1800 · first AC: 2016-01-13 · last AC: 2016-01-14 · GNU C++ (first AC) · Tags: greedy, sortings

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1274.

610C

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Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-28 · GNU C++ (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

1275.

2180D

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[yxqk's solution](#)

1276.

2180C

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Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[yxqk's solution](#)

1277.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yxqk's solution](#)

1278.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[yxqk's solution](#)

1279.

2165B

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Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, sortings

[yxqk's solution](#)

1280.

2154D

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Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[yxqk's solution](#)

1281.

2129C1

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Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yxqk's solution](#)

1282.

2038G

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Quality: 2,958 global accepts · Rating: 1900 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[yxqk's solution](#)

1283.

2068F

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Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

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1284.

2073A

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Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1285.

2053E

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[yxqk's solution](#)

1286.

2052E

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Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, expression parsing, strings

[yxqk's solution](#)

1287.

2042D

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Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[yxqk's solution](#)

1288.

2029D

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Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[yxqk's solution](#)

1289.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 1900 · first AC: 2024-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math

[yxqk's solution](#)

1290.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[yxqk's solution](#)

1291.

2018B

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Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[yxqk's solution](#)

1292.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[yxqk's solution](#)

1293.

1994D

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Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[yxqk's solution](#)

1294.

1989D

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Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[yxqk's solution](#)

1295.

1928D

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Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[yxqk's solution](#)

1296.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[yxqk's solution](#)

1297.

1920D

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Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[yxqk's solution](#)

1298.

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

[yxqk's solution](#)

1299.

1912D

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Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: math

[yxqk's solution](#)

1300.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

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1301.

1906E

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Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

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1302.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[yxqk's solution](#)

1303.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[yxqk's solution](#)

1304.

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

[yxqk's solution](#)

1305.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

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1306.

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

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1307.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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1308.

1847D

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1309.

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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1310.

1823D

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Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[yxqk's solution](#)

1311.

1818D

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Rating: 1900 · first AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yxqk's solution](#)

1312.

1785B

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Rating: 1900 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[yxqk's solution](#)

1313.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

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1314.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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1315.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

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1316.

1679D

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Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

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1317.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yxqk's solution](#)

1318.

1673D

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

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

[yxqk's solution](#)

1319.

1661D

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Quality: 5,397 global accepts · Rating: 1900 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
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1320.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
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1321.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths
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1322.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[yxqk's solution](#)

1323.

1648C

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Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation
[yxqk's solution](#)

1324.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math
[yxqk's solution](#)

1325.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[yxqk's solution](#)

1326.

1613D

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Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
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1327.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[yxqk's solution](#)

1328.

1558B

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Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers
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1329.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[yxqk's solution](#)

1330.

1483B

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Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[yxqk's solution](#)

1331.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[yxqk's solution](#)

1332.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,729 global accepts · Rating: 1900 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[yxqk's solution](#)

1333.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[yxqk's solution](#)

1334.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[yxqk's solution](#)

1335.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[yxqk's solution](#)

1336.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[yxqk's solution](#)

1337.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[yxqk's solution](#)

1338.

1463D

[Pairs](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 1900 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[yxqk's solution](#)

1339.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[yxqk's solution](#)

1340.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[yxqk's solution](#)

1341.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[yxqk's solution](#)

1342.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[yxqk's solution](#)

1343.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[yxqk's solution](#)

1344.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[yxqk's solution](#)

1345.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[yxqk's solution](#)

1346.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[yxqk's solution](#)

1347.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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1348.

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

[yxqk's solution](#)

1349.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
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1350.

1270D

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Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings
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1351.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2019-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings
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1352.

1237C2

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

Quality: 4,535 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
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1353.

1238D

[AB-string](#) · [Tutorial](#)

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1354.

1214D

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Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, hashing
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1355.

1208D

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1356.

1207E

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1357.

1205B

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1358.

1197D

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1359.

1178E

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1360.

1184E1

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Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, trees

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1361.

1181C

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[yxqk's solution](#)

1362.

1172B

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Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[yxqk's solution](#)

1363.

1175D

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Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

1364.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[yxqk's solution](#)

1365.

1168B

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Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, two pointers

[yxqk's solution](#)

1366.

1161B

[Chladni Figure](#) · [Tutorial](#)

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

[yxqk's solution](#)

1367.

1119E

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1368.

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2019-03-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers

[yxqk's solution](#)

1369.

1081E

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Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[yxqk's solution](#)

1370.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

1371.

1032D

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Quality: 2,976 global accepts · Rating: 1900 · first AC: 2018-11-27 · last AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation

[yxqk's solution](#)

1372.

1055C

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Quality: 2,055 global accepts · Rating: 1900 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yxqk's solution](#)

1373.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, hashing

[yxqk's solution](#)

1374.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

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[yxqk's solution](#)

1375.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[yxqk's solution](#)

1376.

1036C

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Quality: 13,382 global accepts · Rating: 1900 · first AC: 2018-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[yxqk's solution](#)

1377.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures

[yxqk's solution](#)

1378.

1012C

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Quality: 3,827 global accepts · Rating: 1900 · first AC: 2018-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yxqk's solution](#)

1379.

1012B

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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

[yxqk's solution](#)

1380.

993B

[Open Communication](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
[yxqk's solution](#)

1381.

981D

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Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy
[yxqk's solution](#)

1382.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-04-06 · GNU C++ (first AC) · Tags: data structures
[yxqk's solution](#)

1383.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 1900 · first AC: 2018-03-10 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[yxqk's solution](#)

1384.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2018-03-09 · GNU C++ (first AC) · Tags: data structures, dp
[yxqk's solution](#)

1385.

935D

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Quality: 2,813 global accepts · Rating: 1900 · first AC: 2018-03-04 · GNU C++ (first AC) · Tags: math, probabilities
[yxqk's solution](#)

1386.

914D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-20 · GNU C++ (first AC) · Tags: data structures, number theory
[yxqk's solution](#)

1387.

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2018-01-09 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, greedy
[yxqk's solution](#)

1388.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2017-11-28 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation
[yxqk's solution](#)

1389.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-24 · GNU C++ (first AC) · Tags: constructive algorithms, math
[yxqk's solution](#)

1390.

883I

[Photo Processing](#) · [Tutorial](#)

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[yxqk's solution](#)

1391.

883G

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

Quality: 1,518 global accepts · Rating: 1900 · first AC: 2017-10-21 · last AC: 2017-10-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[yxqk's solution](#)

1392.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-09-30 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[yxqk's solution](#)

1393.

847I

[Noise Level](#) · [Tutorial](#)

Quality: 1,655 global accepts · Rating: 1900 · first AC: 2017-09-18 · GNU C++ (first AC) · Tags: dfs and similar, implementation, math
[yxqk's solution](#)

1394.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: binary search, data structures
[yxqk's solution](#)

1395.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2017-09-01 · last AC: 2017-09-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers
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1396.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2017-07-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[yxqk's solution](#)

1397.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: binary search, data structures, number theory, two pointers
[yxqk's solution](#)

1398.

820D

[Mister B and PR Shifts](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-06-28 · GNU C++ (first AC) · Tags: implementation, math
[yxqk's solution](#)

1399.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,289 global accepts · Rating: 1900 · first AC: 2017-06-16 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dsu, sortings
[yxqk's solution](#)

1400.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2017-05-16 · GNU C++ (first AC) · Tags: binary search, data structures, implementation
[yxqk's solution](#)

1401.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: binary search, greedy

[yxqk's solution](#)

1402.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, math

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1403.

744B

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Quality: 1,957 global accepts · Rating: 1900 · first AC: 2017-04-21 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, interactive

[yxqk's solution](#)

1404.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: bitmasks, trees

[yxqk's solution](#)

1405.

757C

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Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-14 · GNU C++ (first AC) · Tags: data structures, hashing, sortings, strings

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1406.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

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1407.

724D

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1408.

739B

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1409.

746E

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1410.

730J

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1411.

731F

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Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-20 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math, number theory

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1412.

717D

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: games, matrices, probabilities
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1413.

717E

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Quality: 1,585 global accepts · Rating: 1900 · first AC: 2016-09-13 · GNU C++ (first AC) · Tags: dfs and similar
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1414.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-08-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math
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1415.

709D

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Rating: 1900 · first AC: 2016-08-26 · GNU C++11 (first AC) · Tags: greedy, math
[yxqk's solution](#)

1416.

702D

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Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: math
[yxqk's solution](#)

1417.

701D

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Rating: 1900 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: binary search, math
[yxqk's solution](#)

1418.

691E

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Quality: 3,090 global accepts · Rating: 1900 · first AC: 2016-07-15 · GNU C++ (first AC) · Tags: matrices
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1419.

688E

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[yxqk's solution](#)

1420.

686D

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

Rating: 1900 · first AC: 2016-06-27 · last AC: 2016-07-02 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, trees
[yxqk's solution](#)

1421.

633C

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Quality: 3,376 global accepts · Rating: 1900 · first AC: 2016-06-21 · GNU C++ (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings
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1422.

682D

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Quality: 3,515 global accepts · Rating: 1900 · first AC: 2016-06-20 · last AC: 2016-06-20 · GNU C++ (first AC) · Tags: dp, strings
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1423.

660D

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

Quality: 4,739 global accepts · Rating: 1900 · first AC: 2016-04-15 · last AC: 2016-04-15 · GNU C++ (first AC) · Tags: geometry
[yxqk's solution](#)

1424.

630E

[A rectangle](#) · [Tutorial](#)

Quality: 2,633 global accepts · Rating: 1900 · first AC: 2016-02-24 · GNU C++ (first AC) · Tags: math
[yxqk's solution](#)

1425.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2016-02-15 · GNU C++ (first AC) · Tags: constructive algorithms
[yxqk's solution](#)

1426.

614D

[Skills](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-01-15 · last AC: 2016-01-15 · GNU C++ (first AC) · Tags: dp, greedy, sortings
[yxqk's solution](#)

1427.

614C

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

Rating: 1900 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: geometry
[yxqk's solution](#)

1428.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-29 · GNU C++ (first AC) · Tags: dp
[yxqk's solution](#)

1429.

599D

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Quality: 2,729 global accepts · Rating: 1900 · first AC: 2015-11-21 · last AC: 2015-11-21 · Java 8 (first AC) · Tags: brute force, math
[yxqk's solution](#)

1430.

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive
[yxqk's solution](#)

1431.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[yxqk's solution](#)

1432.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[yxqk's solution](#)

1433.

2154C2

[No Cost Too Great \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory
[yxqk's solution](#)

1434.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[yxqk's solution](#)

1435.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[yxqk's solution](#)

1436.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[yxqk's solution](#)

1437.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[yxqk's solution](#)

1438.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[yxqk's solution](#)

1439.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yxqk's solution](#)

1440.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[yxqk's solution](#)

1441.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[yxqk's solution](#)

1442.

2052J

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Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[yxqk's solution](#)

1443.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[yxqk's solution](#)

1444.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees
[yxqk's solution](#)

1445.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
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1446.

1978E

[Computing Machine](#) · [Tutorial](#)

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
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1447.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[yxqk's solution](#)

1448.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[yxqk's solution](#)

1449.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[yxqk's solution](#)

1450.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[yxqk's solution](#)

1451.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[yxqk's solution](#)

1452.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings
[yxqk's solution](#)

1453.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees
[yxqk's solution](#)

1454.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[yxqk's solution](#)

1455.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yxqk's solution](#)

1456.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[yxqk's solution](#)

1457.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[yxqk's solution](#)

1458.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[yxqk's solution](#)

1459.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers

[yxqk's solution](#)

1460.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[yxqk's solution](#)

1461.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yxqk's solution](#)

1462.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[yxqk's solution](#)

1463.

1588B

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

Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[yxqk's solution](#)

1464.

1574D

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

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

[yxqk's solution](#)

1465.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

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

[yxqk's solution](#)

1466.

1558C

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

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

1467.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[yxqk's solution](#)

1468.

1493C

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

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[yxqk's solution](#)

1469.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[yxqk's solution](#)

1470.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yxqk's solution](#)

1471.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[yxqk's solution](#)

1472.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[yxqk's solution](#)

1473.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yxqk's solution](#)

1474.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[yxqk's solution](#)

1475.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[yxqk's solution](#)

1476.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[yxqk's solution](#)

1477.

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

[yxqk's solution](#)

1478.

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

[yxqk's solution](#)

1479.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[yxqk's solution](#)

1480.

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

[yxqk's solution](#)

1481.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[yxqk's solution](#)

1482.

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

[yxqk's solution](#)

1483.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[yxqk's solution](#)

1484.

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[yxqk's solution](#)

1485.

1214E

[Petya and Construction Set · Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[yxqk's solution](#)

1486.

1198C

[Matching vs Independent Set · Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[yxqk's solution](#)

1487.

1190D

[Tokitsukaze and Strange Rectangle · Tutorial](#)

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[yxqk's solution](#)

1488.

1185E

[Polycarp and Snakes · Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

1489.

1161C

[Thanos Nim · Tutorial](#)

Rating: 2000 · first AC: 2019-05-05 · C++17 (GCC 7-32) (first AC) · Tags: games

[yxqk's solution](#)

1490.

1129B

[Wrong Answer · Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

1491.

1103B

[Game with modulo · Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[yxqk's solution](#)

1492.

1088D

[Ehab and another another xor problem · Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[yxqk's solution](#)

1493.

1070C

[Cloud Computing · Tutorial](#)

Quality: 2,296 global accepts · Rating: 2000 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[yxqk's solution](#)

1494.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[yxqk's solution](#)

1495.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[yxqk's solution](#)

1496.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[yxqk's solution](#)

1497.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2018-07-14 · last AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[yxqk's solution](#)

1498.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math
[yxqk's solution](#)

1499.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[yxqk's solution](#)

1500.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths
[yxqk's solution](#)

1501.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2018-04-17 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[yxqk's solution](#)

1502.

958A2

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

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: hashing, strings
[yxqk's solution](#)

1503.

958C2

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

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: dp
[yxqk's solution](#)

1504.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 2000 · first AC: 2018-04-05 · GNU C++ (first AC) · Tags: geometry

[yxqk's solution](#)

1505.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, two pointers

[yxqk's solution](#)

1506.

954E

[Water Taps](#) · [Tutorial](#)

Quality: 2,096 global accepts · Rating: 2000 · first AC: 2018-03-22 · GNU C++ (first AC) · Tags: binary search, greedy, sortings

[yxqk's solution](#)

1507.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-23 · GNU C++ (first AC) · Tags: data structures, graphs, shortest paths

[yxqk's solution](#)

1508.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2018-02-16 · GNU C++ (first AC) · Tags: math

[yxqk's solution](#)

1509.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-06 · GNU C++ (first AC) · Tags: brute force, data structures, dsu, number theory

[yxqk's solution](#)

1510.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2018-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yxqk's solution](#)

1511.

889B

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

Rating: 2000 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: dsu, graphs, strings

[yxqk's solution](#)

1512.

900D

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

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2017-12-12 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[yxqk's solution](#)

1513.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[yxqk's solution](#)

1514.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2017-11-30 · last AC: 2017-12-01 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math

[yxqk's solution](#)

1515.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-29 · GNU C++ (first AC) · Tags: combinatorics, dp, math, number theory

[yxqk's solution](#)

1516.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2017-11-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

1517.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,583 global accepts · Rating: 2000 · first AC: 2017-11-01 · GNU C++ (first AC) · Tags: brute force, interactive, probabilities

[yxqk's solution](#)

1518.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: brute force, implementation, interactive

[yxqk's solution](#)

1519.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: data structures, sortings

[yxqk's solution](#)

1520.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-07-03 · GNU C++ (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

1521.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-21 · GNU C++ (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees

[yxqk's solution](#)

1522.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2017-06-17 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[yxqk's solution](#)

1523.

773B

[Dynamic Problem Scoring](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 2000 · first AC: 2017-05-18 · GNU C++ (first AC) · Tags: brute force, greedy

[yxqk's solution](#)

1524.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, number theory

[yxqk's solution](#)

1525.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2017-05-02 · GNU C++ (first AC) · Tags: dp, graphs

[yxqk's solution](#)

1526.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: brute force, data structures, dp

[yxqk's solution](#)

1527.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: dp, greedy, math, number theory

[yxqk's solution](#)

1528.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-27 · GNU C++ (first AC) · Tags: dfs and similar, dp, games

[yxqk's solution](#)

1529.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-25 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[yxqk's solution](#)

1530.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-16 · GNU C++ (first AC) · Tags: data structures

[yxqk's solution](#)

1531.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2017-01-09 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[yxqk's solution](#)

1532.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-23 · GNU C++ (first AC) · Tags: binary search, data structures

[yxqk's solution](#)

1533.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2016-10-28 · GNU C++ (first AC) · Tags: dp, flows, graphs, greedy

[yxqk's solution](#)

1534.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2016-09-19 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[yxqk's solution](#)

1535.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: dfs and similar, dp

[yxqk's solution](#)

1536.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[yxqk's solution](#)

1537.

633D

[Fibonacci-ish](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2000 · first AC: 2016-06-23 · last AC: 2016-06-23 · GNU C++ (first AC) · Tags: brute force, dp, hashing, implementation, math

[yxqk's solution](#)

1538.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2016-06-15 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[yxqk's solution](#)

1539.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: binary search, greedy

[yxqk's solution](#)

1540.

667D

[World Tour](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-05-01 · GNU C++ (first AC) · Tags: brute force, graphs, shortest paths

[yxqk's solution](#)

1541.

6300

[Arrow](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2016-02-24 · GNU C++ (first AC) · Tags: geometry

[yxqk's solution](#)

1542.

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2016-02-22 · GNU C++ (first AC) · Tags: dp, strings

[yxqk's solution](#)

1543.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-02-21 · GNU C++ (first AC) · Tags: data structures, dp

[yxqk's solution](#)

1544.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2016-02-01 · GNU C++ (first AC) · Tags: dp, matrices

[yxqk's solution](#)

1545.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2016-01-19 · GNU C++11 (first AC) · Tags: geometry

[yxqk's solution](#)

1546.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2016-01-16 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[yxqk's solution](#)

1547.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2016-01-09 · last AC: 2016-01-15 · GNU C++ (first AC) · Tags: dp, greedy, strings, trees

[yxqk's solution](#)

1548.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: math, number theory

[yxqk's solution](#)

1549.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2015-12-31 · last AC: 2016-01-01 · GNU C++ (first AC) · Tags: dp, hashing, strings

[yxqk's solution](#)

1550.

598E

[Chocolate Bar](#) · [Tutorial](#)

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1551.

2183E

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2183D2

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2161D

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2152E

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2127E

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2092E

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1646.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2017-10-16 · last AC: 2017-10-16 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[yxqk's solution](#)

1647.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2017-10-02 · last AC: 2017-10-02 · GNU C++ (first AC) · Tags: brute force, geometry

[yxqk's solution](#)

1648.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2017-09-19 · GNU C++ (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

1649.

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, trees

[yxqk's solution](#)

1650.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2017-09-17 · GNU C++ (first AC) · Tags: dp, probabilities, trees

[yxqk's solution](#)

1651.

854E

[Boredom](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-09-06 · GNU C++ (first AC) · Tags: data structures

[yxqk's solution](#)

1652.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-06 · last AC: 2017-08-06 · GNU C++ (first AC) · Tags: binary search, implementation, math

[yxqk's solution](#)

1653.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2017-08-06 · GNU C++ (first AC) · Tags: dp, math

[yxqk's solution](#)

1654.

827C

[DNA Evolution](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2100 · first AC: 2017-07-13 · GNU C++ (first AC) · Tags: data structures, strings

[yxqk's solution](#)

1655.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-07-07 · GNU C++ (first AC) · Tags: binary search, math, ternary search

[yxqk's solution](#)

1656.

802J2

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

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: dp, trees

[yxqk's solution](#)

1657.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-05-20 · GNU C++ (first AC) · Tags: brute force, dp, meet-in-the-middle

[yxqk's solution](#)

1658.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar

[yxqk's solution](#)

1659.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2017-04-10 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[yxqk's solution](#)

1660.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2017-04-05 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[yxqk's solution](#)

1661.

762C

[Two strings](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2100 · first AC: 2017-01-28 · GNU C++ (first AC) · Tags: binary search, hashing, strings, two pointers

[yxqk's solution](#)

1662.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2017-01-15 · last AC: 2017-01-15 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, two pointers

[yxqk's solution](#)

1663.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2017-01-15 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[yxqk's solution](#)

1664.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-01-07 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[yxqk's solution](#)

1665.

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, trees

[yxqk's solution](#)

1666.

730C

[Bulmart](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2016-10-26 · GNU C++ (first AC) · Tags: binary search, dfs and similar

[yxqk's solution](#)

1667.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,667 global accepts · Rating: 2100 · first AC: 2016-10-20 · last AC: 2016-10-20 · GNU C++ (first AC) · Tags: greedy, sortings

[yxqk's solution](#)

1668.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2100 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: data structures

[yxqk's solution](#)

1669.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: geometry, implementation

[yxqk's solution](#)

1670.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2016-08-03 · GNU C++ (first AC) · Tags: data structures, graphs

[yxqk's solution](#)

1671.

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: dp

[yxqk's solution](#)

1672.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-07 · GNU C++ (first AC) · Tags: binary search, data structures

[yxqk's solution](#)

1673.

602D

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

Rating: 2100 · first AC: 2016-06-13 · GNU C++ (first AC) · Tags: math

[yxqk's solution](#)

1674.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2016-05-31 · last AC: 2016-05-31 · GNU C++ (first AC) · Tags: dp, geometry

[yxqk's solution](#)

1675.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-25 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[yxqk's solution](#)

1676.

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-16 · GNU C++ (first AC) · Tags: *special, binary search, data structures, implementation, sortings, strings

[yxqk's solution](#)

1677.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2016-03-09 · GNU C++ (first AC) · Tags: brute force, math, number theory

[yxqk's solution](#)

1678.

630P

[Area of a Star](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2016-02-25 · GNU C++ (first AC) · Tags: geometry, math

[yxqk's solution](#)

1679.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2016-01-22 · last AC: 2016-01-22 · GNU C++ (first AC) · Tags: bitmasks, data structures, trees

[yxqk's solution](#)

1680.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2016-01-16 · last AC: 2016-01-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[yxqk's solution](#)

1681.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[yxqk's solution](#)

1682.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, trees

[yxqk's solution](#)

1683.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[yxqk's solution](#)

1684.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[yxqk's solution](#)

1685.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2200 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yxqk's solution](#)

1686.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, string suffix structures, strings

[yxqk's solution](#)

1687.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[yxqk's solution](#)

1688.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[yxqk's solution](#)

1689.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[yxqk's solution](#)

1690.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[yxqk's solution](#)

1691.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2200 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[yxqk's solution](#)

1692.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[yxqk's solution](#)

1693.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[yxqk's solution](#)

1694.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[yxqk's solution](#)

1695.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[yxqk's solution](#)

1696.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp

[yxqk's solution](#)

1697.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[yxqk's solution](#)

1698.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[yxqk's solution](#)

1699.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[yxqk's solution](#)

1700.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[yxqk's solution](#)

1701.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[yxqk's solution](#)

1702.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[yxqk's solution](#)

1703.

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-03-03 · last AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[yxqk's solution](#)

1704.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[yxqk's solution](#)

1705.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[yxqk's solution](#)

1706.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[yxqk's solution](#)

1707.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[yxqk's solution](#)

1708.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[yxqk's solution](#)

1709.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[yxqk's solution](#)

1710.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[yxqk's solution](#)

1711.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[yxqk's solution](#)

1712.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[yxqk's solution](#)

1713.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[yxqk's solution](#)

1714.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[yxqk's solution](#)

1715.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[yxqk's solution](#)

1716.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[yxqk's solution](#)

1717.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[yxqk's solution](#)

1718.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[yxqk's solution](#)

1719.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[yxqk's solution](#)

1720.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[yxqk's solution](#)

1721.

1437E

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

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
[yxqk's solution](#)

1722.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[yxqk's solution](#)

1723.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[yxqk's solution](#)

1724.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
[yxqk's solution](#)

1725.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[yxqk's solution](#)

1726.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[yxqk's solution](#)

1727.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[yxqk's solution](#)

1728.

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[yxqk's solution](#)

1729.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[yxqk's solution](#)

1730.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[yxqk's solution](#)

1731.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[yxqk's solution](#)

1732.

1246C

[Rock Is Push](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[yxqk's solution](#)

1733.

1238F

[The Maximum Subtree](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[yxqk's solution](#)

1734.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[yxqk's solution](#)

1735.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[yxqk's solution](#)

1736.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[yxqk's solution](#)

1737.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · last AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[yxqk's solution](#)

1738.

1184B2

[The Doctor Meets Vader \(Medium\)](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[yxqk's solution](#)

1739.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[yxqk's solution](#)

1740.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[yxqk's solution](#)

1741.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[yxqk's solution](#)

1742.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,733 global accepts · Rating: 2200 · first AC: 2019-05-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[yxqk's solution](#)

1743.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[yxqk's solution](#)

1744.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[yxqk's solution](#)

1745.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[yxqk's solution](#)

1746.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yxqk's solution](#)

1747.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities

[yxqk's solution](#)

1748.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[yxqk's solution](#)

1749.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities, trees

[yxqk's solution](#)

1750.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yxqk's solution](#)

1751.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2018-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[yxqk's solution](#)

1752.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[yxqk's solution](#)

1753.

981E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[yxqk's solution](#)

1754.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[yxqk's solution](#)

1755.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees

[yxqk's solution](#)

1756.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[yxqk's solution](#)

1757.

958B2

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

Quality: 747 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[yxqk's solution](#)

1758.

958E2

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: binary search, dp, greedy, sortings

[yxqk's solution](#)

1759.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[yxqk's solution](#)

1760.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2018-02-08 · GNU C++ (first AC) · Tags: dp

[yxqk's solution](#)

1761.

723E

[One-Way Reform](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2018-02-05 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

[yxqk's solution](#)

1762.

860C

[Tests Renumeration](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-01-28 · GNU C++ (first AC) · Tags: greedy

[yxqk's solution](#)

1763.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2018-01-13 · last AC: 2018-01-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[yxqk's solution](#)

1764.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2017-12-30 · last AC: 2017-12-30 · GNU C++ (first AC) · Tags: dp, math, probabilities

[yxqk's solution](#)

1765.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math

[yxqk's solution](#)

1766.

901B

[GCD of Polynomials](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2200 · first AC: 2017-12-19 · GNU C++ (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

1767.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2017-12-14 · Python 3 (first AC) · Tags: data structures, math

[yxqk's solution](#)

1768.

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-25 · last AC: 2017-11-25 · GNU C++ (first AC) · Tags: brute force, data structures, trees

[yxqk's solution](#)

1769.

883A

[Automatic Door](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2200 · first AC: 2017-10-26 · GNU C++ (first AC) · Tags: implementation

[yxqk's solution](#)

1770.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2017-10-16 · GNU C++ (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[yxqk's solution](#)

1771.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2017-10-07 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp, implementation, strings

[yxqk's solution](#)

1772.

863F

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

Quality: 1,527 global accepts · Rating: 2200 · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: flows

[yxqk's solution](#)

1773.

847D

[Dog Show](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2200 · first AC: 2017-09-22 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy

[yxqk's solution](#)

1774.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2017-08-02 · GNU C++ (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[yxqk's solution](#)

1775.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[yxqk's solution](#)

1776.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: binary search, interactive

[yxqk's solution](#)

1777.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2017-06-08 · GNU C++ (first AC) · Tags: binary search, data structures

[yxqk's solution](#)

1778.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[yxqk's solution](#)

1779.

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2017-02-04 · last AC: 2017-02-04 · GNU C++ (first AC) · Tags: binary search, data structures

[yxqk's solution](#)

1780.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2016-12-25 · GNU C++ (first AC) · Tags: data structures, greedy, two pointers

[yxqk's solution](#)

1781.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-11-14 · GNU C++ (first AC) · Tags: dp, games

[yxqk's solution](#)

1782.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-20 · GNU C++ (first AC) · Tags: brute force, data structures, greedy, sortings
[yxqk's solution](#)

1783.

714D

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

Rating: 2200 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: binary search, interactive
[yxqk's solution](#)

1784.

712D

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

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[yxqk's solution](#)

1785.

664D

[Graph Coloring](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-09-08 · GNU C++ (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[yxqk's solution](#)

1786.

707D

[Persistent Bookcase](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2200 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: bitmasks, data structures, dfs and similar, implementation
[yxqk's solution](#)

1787.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2016-07-15 · GNU C++ (first AC) · Tags: brute force, dp, number theory
[yxqk's solution](#)

1788.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-06-15 · last AC: 2016-07-13 · GNU C++ (first AC) · Tags: bitmasks, dp, math, probabilities
[yxqk's solution](#)

1789.

690C3

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

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-10 · GNU C++ (first AC) · Tags: trees
[yxqk's solution](#)

1790.

658D

[Bear and Polynomials](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: —
[yxqk's solution](#)

1791.

680D

[Bear and Tower of Cubes](#) · [Tutorial](#)

Rating: 2200 · first AC: 2016-06-11 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[yxqk's solution](#)

1792.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-27 · last AC: 2016-03-27 · GNU C++ (first AC) · Tags: binary search, flows,

graphs

[yxqk's solution](#)

1793.

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2016-03-19 · GNU C++ (first AC) · Tags: dp, greedy, strings

[yxqk's solution](#)

1794.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2016-02-17 · GNU C++ (first AC) · Tags: dfs and similar, greedy, sortings, trees

[yxqk's solution](#)

1795.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[yxqk's solution](#)

1796.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2016-01-24 · GNU C++ (first AC) · Tags: data structures

[yxqk's solution](#)

1797.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2016-01-22 · GNU C++11 (first AC) · Tags: binary search, two pointers

[yxqk's solution](#)

1798.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: implementation, math, number theory

[yxqk's solution](#)

1799.

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2016-01-14 · GNU C++ (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[yxqk's solution](#)

1800.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2015-10-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[yxqk's solution](#)

1801.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[yxqk's solution](#)

1802.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[yxqk's solution](#)

1803.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, probabilities
[yxqk's solution](#)

1804.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2300 · first AC: 2025-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu
[yxqk's solution](#)

1805.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[yxqk's solution](#)

1806.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math
[yxqk's solution](#)

1807.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · last AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[yxqk's solution](#)

1808.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, ternary search
[yxqk's solution](#)

1809.

2080C

[Card Flip](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2300 · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[yxqk's solution](#)

1810.

2079C

[Dreaming Is Not Harmful](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[yxqk's solution](#)

1811.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
[yxqk's solution](#)

1812.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[yxqk's solution](#)

1813.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[yxqk's solution](#)

1814.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[yxqk's solution](#)

1815.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[yxqk's solution](#)

1816.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[yxqk's solution](#)

1817.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
[yxqk's solution](#)

1818.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[yxqk's solution](#)

1819.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[yxqk's solution](#)

1820.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory
[yxqk's solution](#)

1821.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities
[yxqk's solution](#)

1822.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers
[yxqk's solution](#)

1823.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,568 global accepts · Rating: 2300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[yxqk's solution](#)

1824.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2300 · first AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[yxqk's solution](#)

1825.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[yxqk's solution](#)

1826.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[yxqk's solution](#)

1827.

1658D2

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

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[yxqk's solution](#)

1828.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[yxqk's solution](#)

1829.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[yxqk's solution](#)

1830.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[yxqk's solution](#)

1831.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[yxqk's solution](#)

1832.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · last AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation,

math, probabilities

[yxqk's solution](#)

1833.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[yxqk's solution](#)

1834.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[yxqk's solution](#)

1835.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[yxqk's solution](#)

1836.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[yxqk's solution](#)

1837.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[yxqk's solution](#)

1838.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[yxqk's solution](#)

1839.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[yxqk's solution](#)

1840.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

1841.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[yxqk's solution](#)

1842.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
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1843.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
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1844.

1322C

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Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory
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1845.

1304F1

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Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
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1846.

1268C

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Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
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1847.

1252L

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Quality: 642 global accepts · Rating: 2300 · first AC: 2019-10-27 · last AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs
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1848.

1252J

[Tiling Terrace](#) · [Tutorial](#)

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1849.

1239C

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1850.

1236D

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Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
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1851.

1197E

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1852.

1188B

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1853.

1182E

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1854.

1148E

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Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers
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1855.

1167F

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Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings
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1856.

1086C

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1857.

1070J

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Quality: 786 global accepts · Rating: 2300 · first AC: 2018-10-21 · last AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
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1858.

1070G

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1859.

1009F

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1860.

993E

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1861.

985F

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Quality: 2,168 global accepts · Rating: 2300 · first AC: 2018-05-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings
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1862.

960E

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1863.

935E

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Quality: 979 global accepts · Rating: 2300 · first AC: 2018-03-06 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[yxqk's solution](#)

1864.

938E

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1865.

723F

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1866.

860D

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915E

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915G

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901C

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895E

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883C

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871C

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1875.

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856B

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1877.

846E

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1878.

825E

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830C

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1880.

817F

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802G3

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1882.

808G

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808E

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803G

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1885.

793C

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Quality: 1,356 global accepts · Rating: 2300 · first AC: 2017-04-26 · GNU C++ (first AC) · Tags: geometry, implementation, math, sortings
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1886.

788C

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1887.

786B

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1888.

762D

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1889.

711E

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1890.

690A2

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595C

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1892.

677E

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677D

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1894.

675E

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1895.

670F

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[yxqk's solution](#)

1896.

660E

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Quality: 1,957 global accepts · Rating: 2300 · first AC: 2016-04-15 · GNU C++ (first AC) · Tags: combinatorics, math

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1897.

610D

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[yxqk's solution](#)

1898.

596D

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Quality: 729 global accepts · Rating: 2300 · first AC: 2015-11-16 · GNU C++ (first AC) · Tags: dp, math, probabilities, sortings

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1899.

489E

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1900.

2122D

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1901.

2096E

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1902.

2084E

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1903.

2038D

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1904.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · last AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

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1905.

2023C

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Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

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1906.

1979E

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1907.

1978F

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1908.

1969E

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1909.

1913E

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Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

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1910.

1912H

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Quality: 608 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: graphs

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1911.

1912G

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1912.

1887C

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1913.

1886E

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1914.

1874B

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Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

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1915.

1866L

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1916.

1866M

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[yxqk's solution](#)

1917.

1844E

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1918.

1839E

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1919.

1830C

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1920.

1837F

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1921.

1832D2

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[yxqk's solution](#)

1922.

1680D

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1923.

1667C

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Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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1924.

1638E

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Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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1925.

1634E

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1926.

1633E

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Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

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1927.

1632E1

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1928.

1630D

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1929.

1628D2

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1930.

1608D

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1931.

1609E

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1932.

1605E

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1933.

1527D

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Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

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1934.

1483D

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Rating: 2400 · first AC: 2021-03-23 · last AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[yxqk's solution](#)

1935.

1491E

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1936.

1450F

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1937.

1442C

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[yxqk's solution](#)

1938.

1428F

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[yxqk's solution](#)

1939.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[yxqk's solution](#)

1940.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[yxqk's solution](#)

1941.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[yxqk's solution](#)

1942.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[yxqk's solution](#)

1943.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[yxqk's solution](#)

1944.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[yxqk's solution](#)

1945.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[yxqk's solution](#)

1946.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[yxqk's solution](#)

1947.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory
[yxqk's solution](#)

1948.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-17 · last AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[yxqk's solution](#)

1949.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[yxqk's solution](#)

1950.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[yxqk's solution](#)

1951.

1229C

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

Rating: 2400 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[yxqk's solution](#)

1952.

1218D

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

Quality: 604 global accepts · Rating: 2400 · first AC: 2019-09-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, graphs
[yxqk's solution](#)

1953.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive
[yxqk's solution](#)

1954.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
[yxqk's solution](#)

1955.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[yxqk's solution](#)

1956.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,960 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[yxqk's solution](#)

1957.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2019-05-15 · last AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[yxqk's solution](#)

1958.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[yxqk's solution](#)

1959.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, trees

[yxqk's solution](#)

1960.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[yxqk's solution](#)

1961.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2018-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[yxqk's solution](#)

1962.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2018-10-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[yxqk's solution](#)

1963.

1070B

[Berkomnadzor](#) · [Tutorial](#)

Quality: 678 global accepts · Rating: 2400 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[yxqk's solution](#)

1964.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2018-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

1965.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, strings

[yxqk's solution](#)

1966.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[yxqk's solution](#)

1967.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2018-07-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[yxqk's solution](#)

1968.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[yxqk's solution](#)

1969.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-10 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[yxqk's solution](#)

1970.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2018-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[yxqk's solution](#)

1971.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2018-03-01 · last AC: 2018-03-01 · GNU C++ (first AC) · Tags: data structures, dp

[yxqk's solution](#)

1972.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2018-02-11 · GNU C++ (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[yxqk's solution](#)

1973.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-12 · last AC: 2018-01-24 · GNU C++ (first AC) · Tags: dsu, string suffix structures, strings

[yxqk's solution](#)

1974.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2018-01-22 · GNU C++ (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[yxqk's solution](#)

1975.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2018-01-21 · last AC: 2018-01-21 · GNU C++ (first AC) · Tags: data structures, divide and conquer, trees

[yxqk's solution](#)

1976.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2018-01-14 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, trees

[yxqk's solution](#)

1977.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2018-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[yxqk's solution](#)**1978.**

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-12-12 · last AC: 2017-12-12 · GNU C++ (first AC) · Tags: dp, math

[yxqk's solution](#)**1979.**

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2017-10-27 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[yxqk's solution](#)**1980.**

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: binary search, dp, probabilities

[yxqk's solution](#)**1981.**

866D

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-04 · GNU C++ (first AC) · Tags: data structures, greedy, two pointers

[yxqk's solution](#)**1982.**

847L

[Berland SU Computer Network](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2400 · first AC: 2017-09-23 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, hashing, trees

[yxqk's solution](#)**1983.**

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2017-09-22 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[yxqk's solution](#)**1984.**

845E

[Fire in the City](#) · [Tutorial](#)

Quality: 693 global accepts · Rating: 2400 · first AC: 2017-09-15 · GNU C++ (first AC) · Tags: binary search, data structures

[yxqk's solution](#)**1985.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2017-09-11 · GNU C++ (first AC) · Tags: dp, trees

[yxqk's solution](#)**1986.**

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2017-09-11 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[yxqk's solution](#)**1987.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-06 · GNU C++ (first AC) · Tags: binary search, brute force, combinatorics, math,

matrices

[yxqk's solution](#)

1988.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2017-06-27 · GNU C++ (first AC) · Tags: brute force, dp, trees

[yxqk's solution](#)

1989.

802J3

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

Quality: 369 global accepts · Rating: 2400 · first AC: 2017-06-15 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[yxqk's solution](#)

1990.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-06-13 · last AC: 2017-06-14 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[yxqk's solution](#)

1991.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2017-05-18 · GNU C++ (first AC) · Tags: binary search, flows, graphs

[yxqk's solution](#)

1992.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2017-04-04 · GNU C++ (first AC) · Tags: data structures, divide and conquer

[yxqk's solution](#)

1993.

717G

[Underfall](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: flows

[yxqk's solution](#)

1994.

717H

[Pokémon League challenge](#) · [Tutorial](#)

Quality: 471 global accepts · Rating: 2400 · first AC: 2016-09-14 · GNU C++ (first AC) · Tags: math, probabilities

[yxqk's solution](#)

1995.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-11 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

1996.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2016-06-23 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[yxqk's solution](#)

1997.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2016-06-03 · GNU C++ (first AC) · Tags: dp, implementation, math, probabilities

[yxqk's solution](#)

1998.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2016-05-31 · last AC: 2016-05-31 · GNU C++ (first AC) · Tags: data structures, dp
[yxqk's solution](#)

1999.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-30 · GNU C++ (first AC) · Tags: divide and conquer, dp
[yxqk's solution](#)

2000.

621D

[Rat Kwesh and Cheese](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2400 · first AC: 2016-02-01 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, math
[yxqk's solution](#)

2001.

606E

[Freelancer's Dreams](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-01-29 · last AC: 2016-01-29 · GNU C++ (first AC) · Tags: —
[yxqk's solution](#)

2002.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2016-01-08 · GNU C++ (first AC) · Tags: data structures, greedy, sortings
[yxqk's solution](#)

2003.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-05 · last AC: 2026-01-13 · GNU C++ (first AC) · Tags: divide and conquer, dp
[yxqk's solution](#)

2004.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[yxqk's solution](#)

2005.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math
[yxqk's solution](#)

2006.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[yxqk's solution](#)

2007.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings
[yxqk's solution](#)

2008.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2025-03-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[yxqk's solution](#)

2009.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2500 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[yxqk's solution](#)

2010.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[yxqk's solution](#)

2011.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[yxqk's solution](#)

2012.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[yxqk's solution](#)

2013.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

2014.

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

[yxqk's solution](#)

2015.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[yxqk's solution](#)

2016.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

2017.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[yxqk's solution](#)

2018.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[yxqk's solution](#)

2019.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[yxqk's solution](#)

2020.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[yxqk's solution](#)

2021.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[yxqk's solution](#)

2022.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
[yxqk's solution](#)

2023.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math
[yxqk's solution](#)

2024.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math
[yxqk's solution](#)

2025.

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[yxqk's solution](#)

2026.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers
[yxqk's solution](#)

2027.

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[yxqk's solution](#)

2028.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy

[yxqk's solution](#)

2029.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[yxqk's solution](#)

2030.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[yxqk's solution](#)

2031.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[yxqk's solution](#)

2032.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[yxqk's solution](#)

2033.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[yxqk's solution](#)

2034.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[yxqk's solution](#)

2035.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[yxqk's solution](#)

2036.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[yxqk's solution](#)

2037.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[yxqk's solution](#)

2038.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[yxqk's solution](#)

2039.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[yxqk's solution](#)

2040.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[yxqk's solution](#)

2041.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[yxqk's solution](#)

2042.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-21 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[yxqk's solution](#)

2043.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[yxqk's solution](#)

2044.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-02-18 · last AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[yxqk's solution](#)

2045.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[yxqk's solution](#)

2046.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[yxqk's solution](#)

2047.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · last AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp,

greedy, sortings
[yxqk's solution](#)

2048.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yxqk's solution](#)

2049.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[yxqk's solution](#)

2050.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[yxqk's solution](#)

2051.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[yxqk's solution](#)

2052.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, sortings

[yxqk's solution](#)

2053.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yxqk's solution](#)

2054.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[yxqk's solution](#)

2055.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[yxqk's solution](#)

2056.

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

[yxqk's solution](#)

2057.

1086D

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[yxqk's solution](#)

2058.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2018-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[yxqk's solution](#)

2059.

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2018-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math
[yxqk's solution](#)

2060.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[yxqk's solution](#)

2061.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[yxqk's solution](#)

2062.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[yxqk's solution](#)

2063.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[yxqk's solution](#)

2064.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2018-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graph matchings, greedy
[yxqk's solution](#)

2065.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-19 · last AC: 2018-04-19 · GNU C++ (first AC) · Tags: hashing, string suffix structures, strings
[yxqk's solution](#)

2066.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2018-04-01 · last AC: 2018-04-01 · GNU C++ (first AC) · Tags: combinatorics, dp
[yxqk's solution](#)

2067.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: —
[yxqk's solution](#)

2068.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2017-10-23 · last AC: 2017-10-23 · GNU C++ (first AC) · Tags: dsu, graphs, greedy
[yxqk's solution](#)

2069.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-08-06 · GNU C++ (first AC) · Tags: data structures

[yxqk's solution](#)

2070.

832C

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

Quality: 480 global accepts · Rating: 2500 · first AC: 2017-07-25 · GNU C++ (first AC) · Tags: binary search, implementation, math

[yxqk's solution](#)

2071.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2017-07-24 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[yxqk's solution](#)

2072.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2017-05-20 · GNU C++ (first AC) · Tags: data structures, greedy, two pointers

[yxqk's solution](#)

2073.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2500 · first AC: 2017-04-23 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[yxqk's solution](#)

2074.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: greedy, math, number theory

[yxqk's solution](#)

2075.

712E

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

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-09-12 · GNU C++ (first AC) · Tags: data structures, math, probabilities

[yxqk's solution](#)

2076.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2016-08-25 · GNU C++ (first AC) · Tags: math, number theory

[yxqk's solution](#)

2077.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2016-08-23 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, data structures

[yxqk's solution](#)

2078.

595D

[Max and Bike](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-06-21 · GNU C++ (first AC) · Tags: geometry

[yxqk's solution](#)

2079.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2500 · first AC: 2016-06-16 · GNU C++ (first AC) · Tags: geometry, sortings

[yxqk's solution](#)

2080.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2016-06-05 · last AC: 2016-06-05 · GNU C++ (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[yxqk's solution](#)

2081.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2016-03-21 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[yxqk's solution](#)

2082.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: data structures, geometry

[yxqk's solution](#)

2083.

614E

[Necklace](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-01-15 · GNU C++ (first AC) · Tags: constructive algorithms, math

[yxqk's solution](#)

2084.

607C

[Marbles](#) · [Tutorial](#)

Quality: 845 global accepts · Rating: 2500 · first AC: 2015-12-29 · GNU C++ (first AC) · Tags: hashing, strings

[yxqk's solution](#)

2085.

608E

[Marbles](#) · [Tutorial](#)

Rating: 2500 · first AC: 2015-12-29 · last AC: 2015-12-29 · GNU C++ (first AC) · Tags: strings

[yxqk's solution](#)

2086.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2015-11-14 · GNU C++ (first AC) · Tags: binary search, hashing, strings, two pointers

[yxqk's solution](#)

2087.

2164F1

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

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[yxqk's solution](#)

2088.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[yxqk's solution](#)

2089.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[yxqk's solution](#)

2090.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[yxqk's solution](#)

2091.

2079B

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

Quality: 155 global accepts · Rating: 2600 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, data structures, dp, greedy

[yxqk's solution](#)

2092.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[yxqk's solution](#)

2093.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[yxqk's solution](#)

2094.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[yxqk's solution](#)

2095.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[yxqk's solution](#)

2096.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[yxqk's solution](#)

2097.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[yxqk's solution](#)

2098.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[yxqk's solution](#)

2099.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[yxqk's solution](#)

2100.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[yxqk's solution](#)

2101.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[yxqk's solution](#)

2102.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[yxqk's solution](#)

2103.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[yxqk's solution](#)

2104.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[yxqk's solution](#)

2105.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[yxqk's solution](#)

2106.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[yxqk's solution](#)

2107.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[yxqk's solution](#)

2108.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[yxqk's solution](#)

2109.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, trees

[yxqk's solution](#)

2110.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[yxqk's solution](#)

2111.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[yxqk's solution](#)

2112.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[yxqk's solution](#)

2113.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[yxqk's solution](#)

2114.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[yxqk's solution](#)

2115.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[yxqk's solution](#)

2116.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[yxqk's solution](#)

2117.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[yxqk's solution](#)

2118.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2019-02-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[yxqk's solution](#)

2119.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2019-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[yxqk's solution](#)

2120.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[yxqk's solution](#)

2121.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive
[yxqk's solution](#)

2122.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics
[yxqk's solution](#)

2123.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[yxqk's solution](#)

2124.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2018-10-14 · last AC: 2018-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[yxqk's solution](#)

2125.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2018-08-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[yxqk's solution](#)

2126.

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2018-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[yxqk's solution](#)

2127.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2018-05-13 · last AC: 2018-05-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[yxqk's solution](#)

2128.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2018-04-24 · last AC: 2018-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[yxqk's solution](#)

2129.

958F3

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

Quality: 923 global accepts · Rating: 2600 · first AC: 2018-04-14 · GNU C++ (first AC) · Tags: fft
[yxqk's solution](#)

2130.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2018-02-01 · GNU C++ (first AC) · Tags: games, graphs, shortest paths

[yxqk's solution](#)

2131.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-01-31 · last AC: 2018-01-31 · GNU C++ (first AC) · Tags: dp, math, matrices, trees

[yxqk's solution](#)

2132.

914G

[Sum the Fibonacci](#) · [Tutorial](#)

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2018-01-21 · last AC: 2018-01-21 · GNU C++ (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[yxqk's solution](#)

2133.

883B

[Berland Army](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 2600 · first AC: 2017-12-02 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, greedy

[yxqk's solution](#)

2134.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2017-10-24 · last AC: 2017-10-24 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[yxqk's solution](#)

2135.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2017-10-08 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[yxqk's solution](#)

2136.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2017-07-25 · last AC: 2017-07-25 · GNU C++ (first AC) · Tags: matrices

[yxqk's solution](#)

2137.

802A3

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

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-06-13 · GNU C++ (first AC) · Tags: flows, graphs

[yxqk's solution](#)

2138.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-06 · GNU C++ (first AC) · Tags: dp, flows

[yxqk's solution](#)

2139.

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2017-05-05 · GNU C++ (first AC) · Tags: brute force, implementation, math, number theory

[yxqk's solution](#)

2140.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-05-03 · GNU C++ (first AC) · Tags: data structures, dp, greedy, sortings

[yxqk's solution](#)

2141.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2016-05-31 · last AC: 2016-12-07 · GNU C++ (first AC) · Tags: data structures, divide and conquer, dp

[yxqk's solution](#)

2142.

682E

[Alyona and Triangles](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2600 · first AC: 2016-06-21 · last AC: 2016-06-21 · GNU C++ (first AC) · Tags: geometry, two pointers

[yxqk's solution](#)

2143.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2016-02-18 · GNU C++ (first AC) · Tags: math

[yxqk's solution](#)

2144.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-25 · last AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[yxqk's solution](#)

2145.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[yxqk's solution](#)

2146.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[yxqk's solution](#)

2147.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, trees

[yxqk's solution](#)

2148.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures

[yxqk's solution](#)

2149.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[yxqk's solution](#)

2150.

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[yxqk's solution](#)

2151.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[yxqk's solution](#)

2152.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[yxqk's solution](#)

2153.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[yxqk's solution](#)

2154.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[yxqk's solution](#)

2155.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[yxqk's solution](#)

2156.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[yxqk's solution](#)

2157.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[yxqk's solution](#)

2158.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices

[yxqk's solution](#)

2159.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, shortest paths

[yxqk's solution](#)

2160.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2700 · first AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[yxqk's solution](#)

2161.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[yxqk's solution](#)

2162.

1149C

[Tree Generator™ · Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees
[yxqk's solution](#)

2163.

1103C

[Johnny Solving · Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[yxqk's solution](#)

2164.

1034C

[Region Separation · Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2018-09-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, trees
[yxqk's solution](#)

2165.

956E

[Wardrobe · Tutorial](#)

Rating: 2700 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: dp, greedy
[yxqk's solution](#)

2166.

924E

[Wardrobe · Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-03-24 · GNU C++ (first AC) · Tags: dp, greedy
[yxqk's solution](#)

2167.

933C

[A Colourful Prospect · Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2018-02-18 · GNU C++ (first AC) · Tags: geometry, graphs
[yxqk's solution](#)

2168.

860E

[Arkady and a Nobody-men · Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2018-02-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[yxqk's solution](#)

2169.

906D

[Power Tower · Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2018-01-02 · GNU C++ (first AC) · Tags: chinese remainder theorem, math, number theory
[yxqk's solution](#)

2170.

901D

[Weighting a Tree · Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2017-12-22 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[yxqk's solution](#)

2171.

827E

[Rusty String · Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-07-13 · last AC: 2017-07-13 · GNU C++ (first AC) · Tags: fft, math, strings
[yxqk's solution](#)

2172.

778D

[Parquet Re-laying · Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-04-24 · GNU C++ (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

2173.

674E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 2700 · first AC: 2016-05-31 · GNU C++ (first AC) · Tags: dp, math, probabilities, trees

[yxqk's solution](#)

2174.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[yxqk's solution](#)

2175.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2800 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[yxqk's solution](#)

2176.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[yxqk's solution](#)

2177.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[yxqk's solution](#)

2178.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

[yxqk's solution](#)

2179.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[yxqk's solution](#)

2180.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[yxqk's solution](#)

2181.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[yxqk's solution](#)

2182.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[yxqk's solution](#)

2183.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[yxqk's solution](#)

2184.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[yxqk's solution](#)

2185.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[yxqk's solution](#)

2186.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[yxqk's solution](#)

2187.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[yxqk's solution](#)

2188.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[yxqk's solution](#)

2189.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2018-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[yxqk's solution](#)

2190.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-18 · GNU C++ (first AC) · Tags: combinatorics, dp, graphs, trees

[yxqk's solution](#)

2191.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2017-06-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[yxqk's solution](#)

2192.

2164F2

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

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[yxqk's solution](#)

2193.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[yxqk's solution](#)

2194.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[yxqk's solution](#)

2195.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[yxqk's solution](#)

2196.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[yxqk's solution](#)

2197.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[yxqk's solution](#)

2198.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-13 · last AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[yxqk's solution](#)

2199.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[yxqk's solution](#)

2200.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[yxqk's solution](#)

2201.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[yxqk's solution](#)

2202.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, matrices

[yxqk's solution](#)

2203.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yxqk's solution](#)

2204.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry
[yxqk's solution](#)

2205.

1086E

[Beautiful Matrix](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-12-28 · last AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp
[yxqk's solution](#)

2206.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2018-11-27 · last AC: 2018-11-27 · C++17 (GCC 7-32) (first AC) · Tags: strings, trees
[yxqk's solution](#)

2207.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2018-04-14 · last AC: 2018-04-14 · GNU C++ (first AC) · Tags: combinatorics, dp, fft, math
[yxqk's solution](#)

2208.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2018-03-16 · GNU C++ (first AC) · Tags: brute force, combinatorics, math
[yxqk's solution](#)

2209.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2018-01-30 · GNU C++ (first AC) · Tags: combinatorics, dp, matrices
[yxqk's solution](#)

2210.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2017-06-14 · GNU C++ (first AC) · Tags: binary search, data structures, flows
[yxqk's solution](#)

2211.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2017-01-12 · GNU C++ (first AC) · Tags: dp, flows, greedy
[yxqk's solution](#)

2212.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2016-01-09 · GNU C++ (first AC) · Tags: geometry, two pointers
[yxqk's solution](#)

2213.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows
[yxqk's solution](#)

2214.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-06 · last AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[yxqk's solution](#)

2215.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[yxqk's solution](#)

2216.

1989F

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

Quality: 604 global accepts · Rating: 3000 · first AC: 2024-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, graphs

[yxqk's solution](#)

2217.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[yxqk's solution](#)

2218.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: interactive

[yxqk's solution](#)

2219.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[yxqk's solution](#)

2220.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[yxqk's solution](#)

2221.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[yxqk's solution](#)

2222.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-06-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[yxqk's solution](#)

2223.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2019-05-30 · last AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[yxqk's solution](#)

2224.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy
[yxqk's solution](#)

2225.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2019-01-10 · last AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[yxqk's solution](#)

2226.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2018-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[yxqk's solution](#)

2227.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2016-02-04 · GNU C++ (first AC) · Tags: constructive algorithms, two pointers
[yxqk's solution](#)

2228.

2097E

[Clearing the Snowdrift](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3100 · first AC: 2025-04-27 · last AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy
[yxqk's solution](#)

2229.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths
[yxqk's solution](#)

2230.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2231.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[yxqk's solution](#)

2232.

856E

[Satellites](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3100 · first AC: 2017-09-12 · GNU C++ (first AC) · Tags: —
[yxqk's solution](#)

2233.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-11 · last AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures
[yxqk's solution](#)

2234.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[yxqk's solution](#)

2235.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[yxqk's solution](#)

2236.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
[yxqk's solution](#)

2237.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2019-05-01 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs
[yxqk's solution](#)

2238.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2018-12-02 · last AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[yxqk's solution](#)

2239.

655G

[Armistice Area Apportionment](#) · [Tutorial](#)

Rating: 3200 · first AC: 2016-03-21 · last AC: 2016-03-21 · GNU C++ (first AC) · Tags: geometry
[yxqk's solution](#)

2240.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths
[yxqk's solution](#)

2241.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[yxqk's solution](#)

2242.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, trees
[yxqk's solution](#)

2243.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2018-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures
[yxqk's solution](#)

2244.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-01-12 · last AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[yxqk's solution](#)

2245.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2018-12-04 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graphs
[yxqk's solution](#)

2246.

2124I

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

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees
[yxqk's solution](#)

2247.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[yxqk's solution](#)

2248.

102331H

[Honorable Mention](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-13 · last AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[yxqk's solution](#)

2249.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive
[yxqk's solution](#)

2250.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math
[yxqk's solution](#)

2251.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,028 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive
[yxqk's solution](#)

2252.

105833B

[Brilliance of Wings](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2253.

105833G

[Game of Two Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · last AC: 2025-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2254.

105833D

[Double String](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · last AC: 2025-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2255.

105833L

[Last Goal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · Python 3 (first AC) · Tags: —

[yxqk's solution](#)

2256.

105833I

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

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yxqk's solution](#)

2257.

105833C

[Chimchar Defense](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yxqk's solution](#)

2258.

105833K

[Kanto To Johto](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yxqk's solution](#)

2259.

105833H

[Help Eevee Pls Eh](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yxqk's solution](#)

2260.

105833A

[Anti-Diagonal Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yxqk's solution](#)

2261.

105833M

[Miracles can be Created](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[yxqk's solution](#)

2262.

104872D

[a, ab, ba Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2263.

104872K

[Guess the String](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2264.

104872A

[Three Suitcases](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2265.

104872H

[Scooter Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2266.

104872I

[Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2267.

104872B

[Cooperative Game on a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2268.

104872G

[Not Everything Is So Ambiguous](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2269.

104872L

[Count the Christmas Trees](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2270.

104872E

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2271.

104872F

[Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2272.

104872M

[Katya and the Broken Keyboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2273.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2274.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2275.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2276.

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2277.

104128I

[Perfect Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[yxqk's solution](#)

2278.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[yxqk's solution](#)

2279.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[yxqk's solution](#)

2280.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[yxqk's solution](#)

2281.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[yxqk's solution](#)

2282.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2283.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[yxqk's solution](#)

2284.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[yxqk's solution](#)

2285.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[yxqk's solution](#)

2286.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2287.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2288.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[yxqk's solution](#)

2289.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[yxqk's solution](#)

2290.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[yxqk's solution](#)

2291.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[yxqk's solution](#)

2292.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[yxqk's solution](#)

2293.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[yxqk's solution](#)

2294.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[yxqk's solution](#)

2295.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[yxqk's solution](#)

2296.

103261I

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

Rating: — · first AC: 2022-04-17 · Python 3 (first AC) · Tags: —

[yxqk's solution](#)

2297.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[yxqk's solution](#)

2298.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[yxqk's solution](#)

2299.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2300.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[yxqk's solution](#)

2301.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2302.

103261A

[Um nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[yxqk's solution](#)

2303.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2304.

103371M

[Yet Another Range Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2305.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · last AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[yxqk's solution](#)

2306.

103371K

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

Rating: — · first AC: 2022-04-02 · last AC: 2022-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2307.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · last AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[yxqk's solution](#)

2308.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · last AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2309.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[yxqk's solution](#)

2310.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2311.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[yxqk's solution](#)

2312.

103371C

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

Rating: — · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2313.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · last AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2314.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[yxqk's solution](#)

2315.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[yxqk's solution](#)

2316.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2317.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2318.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —
[yxqk's solution](#)

2319.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[yxqk's solution](#)

2320.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[yxqk's solution](#)

2321.

103466I

[Space Station](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[yxqk's solution](#)

2322.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

[yxqk's solution](#)

2323.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[yxqk's solution](#)

2324.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[yxqk's solution](#)

2325.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[yxqk's solution](#)

2326.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[yxqk's solution](#)

2327.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2328.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2329.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2330.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2331.

102394I

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

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2332.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2333.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2334.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2335.

102222G

[Factories](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2336.

102253I

[I Curse Myself](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-07 · last AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2337.

102222K

[Vertex Covers](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2338.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · last AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[yxqk's solution](#)

2339.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[yxqk's solution](#)

2340.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[yxqk's solution](#)

2341.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2019-01-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[yxqk's solution](#)

2342.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2343.

102001C

[Smart Thief](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · last AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2344.

102001D

[Icy Land](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-26 · C++17 (GCC 7-32) (first AC) · Tags: —

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2345.

102001A

[Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2346.

102001F

[Popping Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2347.

102001H

[Lexical Sign Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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2348.

102001G

[Go Make It Complete](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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2349.

102001K

[Boomerangs](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2350.

102001J

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

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2351.

102001I

[Lie Detector](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2352.

102001L

[Binary String](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2353.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2354.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[yxqk's solution](#)

2355.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-23 · last AC: 2017-12-24 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2356.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2017-12-23 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2357.

101206E

[Problem Buyer](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-07 · last AC: 2017-11-23 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2358.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2359.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2360.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-06 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2361.

101409E

[Express Lines](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2362.

101409A

[Area and Circumference](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2363.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2364.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-30 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2365.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2366.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · last AC: 2017-10-29 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2367.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-29 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2368.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2369.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2370.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2371.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2372.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2373.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2374.

101572A

[Airport Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2017-10-15 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2375.

101471G

[Replicate Replicate Rpflichte](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-18 · last AC: 2017-09-18 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2376.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2377.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2378.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2379.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-31 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2380.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-30 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2381.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2382.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2016-12-28 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2383.

101150K2

[Fair Warning \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · Java 8 (first AC) · Tags: —

[yxqk's solution](#)

2384.

101150K1

[Fair Warning \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2385.

101150L2

[Theme Park \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2386.

101150L1

[Theme Park \(Easy\)](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2387.

101150A

[Sum of Consecutive Prime Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2388.

101137L

[Lazy Coordinator](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2389.

101137B

[Blocking Buffer](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-04 · last AC: 2016-11-04 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2390.

101137G

[Great Guest Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-04 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2391.

101137A

[Altitude](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-03 · last AC: 2016-11-03 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2392.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · last AC: 2016-10-21 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2393.

101116H

[Hunter's Apprentice](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2394.

101116G

[Ground Defense](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2395.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2396.

101116A

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

Rating: — · first AC: 2016-10-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2397.

101116J

[Jurisdiction Disenchantment](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2398.

101116I

[Ingenious Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-07 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2399.

101116B

[Bulbs](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-06 · last AC: 2016-10-06 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2400.

101086H

[Another Square in the Floor](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2401.

101090H

[The Fence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2402.

101090G

[Pair](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2403.

101090K

[Parquet](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2404.

101090L

[Closing the Loop](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2405.

101090J

[Selection](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2406.

101078F

[Maze Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2407.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2408.

101078G

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2409.

101078J

[Wrong Answer](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2410.

101078C

[The Twin Tower](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-09 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2411.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2412.

101078D

[Collatz](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2413.

101078L

[01](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2414.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-08 · GNU C++ (first AC) · Tags: —

[yxqk's solution](#)

2415.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2015-10-23 · GNU C++ (first AC) · Tags: data structures, graphs, trees

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