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# Unique solved — zaq1xsw2tktk

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

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Filters: none

Count: 824

1.

2120A

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Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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2.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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3.

2003B

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4.

2003A

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5.

1948A

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

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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6.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,314 global accepts · Rating: 800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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7.

1898A

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

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8.

1879A

[Rigged!](#) · [Tutorial](#)

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9.

1870A

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**10.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

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**11.**

1863A

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**12.**

1864A

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**13.**

1858A

[Buttons](#) · [Tutorial](#)

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**14.**

1859A

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**15.**

1856A

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**16.**

1844A

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**17.**

1847A

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1845A

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**19.**

1842A

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**20.**

1834A

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**21.**

1839A

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1837A

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1832A

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**24.**

1823A

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1810B

[Candies](#) · Tutorial

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**26.**

1810A

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**27.**

1798A

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1809A

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**29.**

1806A

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**30.**

1804A

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31.

1796A

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32.

1795A

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33.

1787A

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34.

1782A

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35.

1768A

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36.

1779A

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37.

1774A

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38.

1767B

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39.

1767A

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40.

1766A

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41.

1765B

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- 42.**  
1764A  
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- 43.**  
1761A  
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- 44.**  
1759B  
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Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
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1759A  
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1748A  
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1733A  
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1750B  
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- 49.**  
1750A  
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Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math  
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1744B  
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- 51.**  
1744A  
[Number Replacement](#) · [Tutorial](#)  
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- 52.**  
1736A  
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**53.**

1740B

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**54.**

1740A

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**55.**

1746B

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**56.**

1746A

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**57.**

1735A

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**58.**

1738A

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1728B

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**60.**

1728A

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**61.**

1725A

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**62.**

1717A

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**63.**

1721A

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**64.**

1705A

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**65.**

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**66.**

1720B

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**67.**

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

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**68.**

1712A

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Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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**69.**

1713A

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Quality: 22,823 global accepts · Rating: 800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, implementation

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**70.**

1716B

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**71.**

1716A

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**72.**

1704A

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**73.**

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

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**74.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
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**75.**

1701A

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Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
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**76.**

1698A

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**77.**

1699A

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Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
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**78.**

1696A

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Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
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**79.**

1684B

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**80.**

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings  
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**81.**

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
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**82.**

1672B

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Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
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**83.**

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, math  
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**84.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

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**85.**

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

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**86.**

1654A

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**87.**

1637A

[Sorting Parts](#) · [Tutorial](#)

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.**

1621A

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Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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**89.**

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**90.**

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

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**91.**

1608A

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**92.**

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

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**93.**

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

[zaq1xsw2tktk's solution](#)

**94.**

1566A

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

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

[zaq1xsw2tktk's solution](#)

- 95.**  
1556A  
[A Variety of Operations](#) · [Tutorial](#)  
Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math  
[zaq1xsw2tktk's solution](#)
- 96.**  
1552A  
[Subsequence Permutation](#) · [Tutorial](#)  
Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings  
[zaq1xsw2tktk's solution](#)
- 97.**  
1515A  
[Phoenix and Gold](#) · [Tutorial](#)  
Quality: 21,132 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[zaq1xsw2tktk's solution](#)
- 98.**  
1461A  
[String Generation](#) · [Tutorial](#)  
Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[zaq1xsw2tktk's solution](#)
- 99.**  
1450A  
[Avoid Trygub](#) · [Tutorial](#)  
Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings  
[zaq1xsw2tktk's solution](#)
- 100.**  
1455A  
[Strange Functions](#) · [Tutorial](#)  
Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[zaq1xsw2tktk's solution](#)
- 101.**  
1437A  
[Marketing Scheme](#) · [Tutorial](#)  
Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[zaq1xsw2tktk's solution](#)
- 102.**  
1451A  
[Subtract or Divide](#) · [Tutorial](#)  
Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[zaq1xsw2tktk's solution](#)
- 103.**  
1438A  
[Specific Tastes of Andre](#) · [Tutorial](#)  
Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[zaq1xsw2tktk's solution](#)
- 104.**  
1422A  
[Fence](#) · [Tutorial](#)  
Quality: 21,867 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math  
[zaq1xsw2tktk's solution](#)
- 105.**  
1428A  
[Box is Pull](#) · [Tutorial](#)  
Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[zaq1xsw2tktk's solution](#)

**106.**

1408A

[Circle Coloring](#) · [Tutorial](#)

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

[zaq1xsw2tktk's solution](#)

**107.**

1392B

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

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zaq1xsw2tktk's solution](#)

**108.**

1392A

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

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zaq1xsw2tktk's solution](#)

**109.**

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[zaq1xsw2tktk's solution](#)

**110.**

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

[zaq1xsw2tktk's solution](#)

**111.**

1206A

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

Quality: 26,050 global accepts · Rating: 800 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[zaq1xsw2tktk's solution](#)

**112.**

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zaq1xsw2tktk's solution](#)

**113.**

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,848 global accepts · Rating: 800 · first AC: 2016-10-22 · Python 2 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[zaq1xsw2tktk's solution](#)

**114.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,548 global accepts · Rating: 800 · first AC: 2012-03-04 · Mono C# (first AC) · Tags: \*special, implementation

[zaq1xsw2tktk's solution](#)

**115.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,581 global accepts · Rating: 800 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: implementation

[zaq1xsw2tktk's solution](#)

**116.**

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2011-10-30 · Java 6 (first AC) · Tags: implementation

[zaq1xsw2tktk's solution](#)

**117.**

71A

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

Quality: 503,378 global accepts · Rating: 800 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: strings

[zaq1xsw2tktk's solution](#)

**118.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,035 global accepts · Rating: 800 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: brute force, math

[zaq1xsw2tktk's solution](#)

**119.**

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 900 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zaq1xsw2tktk's solution](#)

**120.**

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**121.**

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zaq1xsw2tktk's solution](#)

**122.**

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[zaq1xsw2tktk's solution](#)

**123.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[zaq1xsw2tktk's solution](#)

**124.**

1837B

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

Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zaq1xsw2tktk's solution](#)

**125.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[zaq1xsw2tktk's solution](#)

**126.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**127.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[zaq1xsw2tktk's solution](#)

**128.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zaq1xsw2tktk's solution](#)

**129.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zaq1xsw2tktk's solution](#)

**130.**

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[zaq1xsw2tktk's solution](#)

**131.**

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zaq1xsw2tktk's solution](#)

**132.**

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2022-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zaq1xsw2tktk's solution](#)

**133.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[zaq1xsw2tktk's solution](#)

**134.**

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zaq1xsw2tktk's solution](#)

**135.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,565 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zaq1xsw2tktk's solution](#)

**136.**

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zaq1xsw2tktk's solution](#)

**137.**

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zaq1xsw2tktk's solution](#)

**138.**

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms,

matrices

[zaq1xsw2tktk's solution](#)

**139.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zaq1xsw2tktk's solution](#)

**140.**

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

[zaq1xsw2tktk's solution](#)

**141.**

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

[zaq1xsw2tktk's solution](#)

**142.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation, interactive

[zaq1xsw2tktk's solution](#)

**143.**

1451B

[Non-Substring Subsequence](#) · [Tutorial](#)

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, strings

[zaq1xsw2tktk's solution](#)

**144.**

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

[zaq1xsw2tktk's solution](#)

**145.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[zaq1xsw2tktk's solution](#)

**146.**

1238A

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

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

[zaq1xsw2tktk's solution](#)

**147.**

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[zaq1xsw2tktk's solution](#)

**148.**

1206B

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

Quality: 29,512 global accepts · Rating: 900 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[zaq1xsw2tktk's solution](#)

**149.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[zaq1xsw2tktk's solution](#)

**150.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zaq1xsw2tktk's solution](#)

**151.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,920 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[zaq1xsw2tktk's solution](#)

**152.**

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zaq1xsw2tktk's solution](#)

**153.**

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers

[zaq1xsw2tktk's solution](#)

**154.**

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[zaq1xsw2tktk's solution](#)

**155.**

1837C

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

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**156.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[zaq1xsw2tktk's solution](#)

**157.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[zaq1xsw2tktk's solution](#)

**158.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zaq1xsw2tktk's solution](#)

**159.**

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[zaq1xsw2tktk's solution](#)

**160.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zaq1xsw2tktk's solution](#)

**161.**

1782B

[Going to the Cinema · Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[zaq1xsw2tktk's solution](#)

**162.**

1770B

[Koxia and Permutation · Tutorial](#)

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zaq1xsw2tktk's solution](#)

**163.**

1770A

[Koxia and Whiteboards · Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[zaq1xsw2tktk's solution](#)

**164.**

1766B

[Notepad# · Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zaq1xsw2tktk's solution](#)

**165.**

499B

[Lecture · Tutorial](#)

Quality: 44,838 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zaq1xsw2tktk's solution](#)

**166.**

499A

[Watching a movie · Tutorial](#)

Quality: 14,719 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zaq1xsw2tktk's solution](#)

**167.**

1765E

[Exchange · Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[zaq1xsw2tktk's solution](#)

**168.**

1765M

[Minimum LCM · Tutorial](#)

Quality: 31,900 global accepts · Rating: 1000 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zaq1xsw2tktk's solution](#)

**169.**

1761B

[Elimination of a Ring · Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[zaq1xsw2tktk's solution](#)

**170.**

1744C

[Traffic Light · Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[zaq1xsw2tktk's solution](#)

**171.**

1725B

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

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[zaq1xsw2tktk's solution](#)

**172.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zaq1xsw2tktk's solution](#)

**173.**

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[zaq1xsw2tktk's solution](#)

**174.**

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[zaq1xsw2tktk's solution](#)

**175.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[zaq1xsw2tktk's solution](#)

**176.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zaq1xsw2tktk's solution](#)

**177.**

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

[zaq1xsw2tktk's solution](#)

**178.**

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[zaq1xsw2tktk's solution](#)

**179.**

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

[zaq1xsw2tktk's solution](#)

**180.**

1438B

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

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zaq1xsw2tktk's solution](#)

**181.**

1419D1

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

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[zaq1xsw2tktk's solution](#)

**182.**

1215A

[Yellow Cards · Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zaq1xsw2tktk's solution](#)

**183.**

725A

[Jumping Ball · Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · PyPy 2 (first AC) · Tags: implementation

[zaq1xsw2tktk's solution](#)

**184.**

732B

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

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-22 · Python 2 (first AC) · Tags: dp, greedy

[zaq1xsw2tktk's solution](#)

**185.**

118A

[String Task · Tutorial](#)

Quality: 231,475 global accepts · Rating: 1000 · first AC: 2011-11-07 · MS C++ (first AC) · Tags: implementation, strings

[zaq1xsw2tktk's solution](#)

**186.**

118B

[Present from Lena · Tutorial](#)

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2011-10-07 · Mono C# (first AC) · Tags: constructive algorithms, implementation

[zaq1xsw2tktk's solution](#)

**187.**

109A

[Lucky Sum of Digits · Tutorial](#)

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · Mono C# (first AC) · Tags: brute force, implementation

[zaq1xsw2tktk's solution](#)

**188.**

56A

[Bar · Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2011-01-21 · MS C++ (first AC) · Tags: implementation

[zaq1xsw2tktk's solution](#)

**189.**

1A

[Theatre Square · Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2011-01-14 · MS C++ (first AC) · Tags: math

[zaq1xsw2tktk's solution](#)

**190.**

37A

[Towers · Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2010-10-26 · MS C++ (first AC) · Tags: sortings

[zaq1xsw2tktk's solution](#)

**191.**

29A

[Spit Problem · Tutorial](#)

Quality: 8,279 global accepts · Rating: 1000 · first AC: 2010-09-20 · MS C++ (first AC) · Tags: brute force

[zaq1xsw2tktk's solution](#)

**192.**

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zaq1xsw2tktk's solution](#)

**193.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[zaq1xsw2tktk's solution](#)

**194.**

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[zaq1xsw2tktk's solution](#)

**195.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zaq1xsw2tktk's solution](#)

**196.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[zaq1xsw2tktk's solution](#)

**197.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[zaq1xsw2tktk's solution](#)

**198.**

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[zaq1xsw2tktk's solution](#)

**199.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zaq1xsw2tktk's solution](#)

**200.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings, two pointers

[zaq1xsw2tktk's solution](#)

**201.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zaq1xsw2tktk's solution](#)

**202.**

1787B

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

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory  
[zaq1xsw2tktk's solution](#)

**203.**

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, shortest paths  
[zaq1xsw2tktk's solution](#)

**204.**

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[zaq1xsw2tktk's solution](#)

**205.**

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[zaq1xsw2tktk's solution](#)

**206.**

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[zaq1xsw2tktk's solution](#)

**207.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
[zaq1xsw2tktk's solution](#)

**208.**

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[zaq1xsw2tktk's solution](#)

**209.**

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[zaq1xsw2tktk's solution](#)

**210.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers  
[zaq1xsw2tktk's solution](#)

**211.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[zaq1xsw2tktk's solution](#)

**212.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[zaq1xsw2tktk's solution](#)

**213.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[zaq1xsw2tktk's solution](#)

**214.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[zaq1xsw2tktk's solution](#)

**215.**

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[zaq1xsw2tktk's solution](#)

**216.**

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[zaq1xsw2tktk's solution](#)

**217.**

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,445 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math  
[zaq1xsw2tktk's solution](#)

**218.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings  
[zaq1xsw2tktk's solution](#)

**219.**

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2012-03-10 · Mono C# (first AC) · Tags: \*special, greedy, sortings  
[zaq1xsw2tktk's solution](#)

**220.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,847 global accepts · Rating: 1100 · first AC: 2012-03-04 · Mono C# (first AC) · Tags: \*special, greedy, implementation  
[zaq1xsw2tktk's solution](#)

**221.**

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1100 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: implementation  
[zaq1xsw2tktk's solution](#)

**222.**

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2011-10-27 · Java 6 (first AC) · Tags: implementation, math  
[zaq1xsw2tktk's solution](#)

**223.**

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: greedy, implementation, math  
[zaq1xsw2tktk's solution](#)

**224.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[zaq1xsw2tktk's solution](#)

**225.**

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation  
[zaq1xsw2tktk's solution](#)

**226.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[zaq1xsw2tktk's solution](#)

**227.**

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math  
[zaq1xsw2tktk's solution](#)

**228.**

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings  
[zaq1xsw2tktk's solution](#)

**229.**

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings  
[zaq1xsw2tktk's solution](#)

**230.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[zaq1xsw2tktk's solution](#)

**231.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
[zaq1xsw2tktk's solution](#)

**232.**

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math  
[zaq1xsw2tktk's solution](#)

**233.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[zaq1xsw2tktk's solution](#)

**234.**

1744D

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

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[zaq1xsw2tktk's solution](#)

**235.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[zaq1xsw2tktk's solution](#)

**236.**

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings  
[zaq1xsw2tktk's solution](#)

**237.**

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[zaq1xsw2tktk's solution](#)

**238.**

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math  
[zaq1xsw2tktk's solution](#)

**239.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[zaq1xsw2tktk's solution](#)

**240.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings  
[zaq1xsw2tktk's solution](#)

**241.**

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  
[zaq1xsw2tktk's solution](#)

**242.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[zaq1xsw2tktk's solution](#)

**243.**

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation,

math, two pointers

[zaq1xsw2tktk's solution](#)

**244.**

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zaq1xsw2tktk's solution](#)

**245.**

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**246.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[zaq1xsw2tktk's solution](#)

**247.**

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zaq1xsw2tktk's solution](#)

**248.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[zaq1xsw2tktk's solution](#)

**249.**

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zaq1xsw2tktk's solution](#)

**250.**

725B

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

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · PyPy 2 (first AC) · Tags: implementation, math

[zaq1xsw2tktk's solution](#)

**251.**

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-22 · Python 2 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[zaq1xsw2tktk's solution](#)

**252.**

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2011-08-03 · MS C++ (first AC) · Tags: greedy

[zaq1xsw2tktk's solution](#)

**253.**

33A

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

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-08 · MS C++ (first AC) · Tags: greedy, implementation

[zaq1xsw2tktk's solution](#)

**254.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2010-09-14 · MS C++ (first AC) · Tags: implementation, sortings  
[zaq1xsw2tktk's solution](#)

**255.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,434 global accepts · Rating: 1300 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[zaq1xsw2tktk's solution](#)

**256.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths  
[zaq1xsw2tktk's solution](#)

**257.**

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[zaq1xsw2tktk's solution](#)

**258.**

1879C

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

Quality: 27,118 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy  
[zaq1xsw2tktk's solution](#)

**259.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers  
[zaq1xsw2tktk's solution](#)

**260.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory  
[zaq1xsw2tktk's solution](#)

**261.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math  
[zaq1xsw2tktk's solution](#)

**262.**

1839C

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

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[zaq1xsw2tktk's solution](#)

**263.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory  
[zaq1xsw2tktk's solution](#)

**264.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory  
[zaq1xsw2tktk's solution](#)

**265.**

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[zaq1xsw2tktk's solution](#)

**266.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[zaq1xsw2tktk's solution](#)

**267.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings  
[zaq1xsw2tktk's solution](#)

**268.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[zaq1xsw2tktk's solution](#)

**269.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[zaq1xsw2tktk's solution](#)

**270.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[zaq1xsw2tktk's solution](#)

**271.**

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[zaq1xsw2tktk's solution](#)

**272.**

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[zaq1xsw2tktk's solution](#)

**273.**

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math  
[zaq1xsw2tktk's solution](#)

**274.**

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,399 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy  
[zaq1xsw2tktk's solution](#)

**275.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[zaq1xsw2tktk's solution](#)

**276.**

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[zaq1xsw2tktk's solution](#)

**277.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[zaq1xsw2tktk's solution](#)

**278.**

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  
[zaq1xsw2tktk's solution](#)

**279.**

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  
[zaq1xsw2tktk's solution](#)

**280.**

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  
[zaq1xsw2tktk's solution](#)

**281.**

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[zaq1xsw2tktk's solution](#)

**282.**

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  
[zaq1xsw2tktk's solution](#)

**283.**

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings  
[zaq1xsw2tktk's solution](#)

**284.**

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[zaq1xsw2tktk's solution](#)

**285.**

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  
[zaq1xsw2tktk's solution](#)

**286.**

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
[zaq1xsw2tktk's solution](#)

**287.**

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · MS C++ (first AC) · Tags: constructive algorithms, math  
[zaq1xsw2tktk's solution](#)

**288.**

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · Mono C# (first AC) · Tags: binary search, brute force, greedy, two pointers  
[zaq1xsw2tktk's solution](#)

**289.**

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · Mono C# (first AC) · Tags: implementation, math  
[zaq1xsw2tktk's solution](#)

**290.**

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: constructive algorithms, implementation  
[zaq1xsw2tktk's solution](#)

**291.**

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2011-01-25 · MS C++ (first AC) · Tags: dfs and similar, greedy, implementation  
[zaq1xsw2tktk's solution](#)

**292.**

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-01-21 · MS C++ (first AC) · Tags: implementation  
[zaq1xsw2tktk's solution](#)

**293.**

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2010-10-19 · MS C++ (first AC) · Tags: implementation  
[zaq1xsw2tktk's solution](#)

**294.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings  
[zaq1xsw2tktk's solution](#)

**295.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[zaq1xsw2tktk's solution](#)

**296.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**297.**

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  
[zaq1xsw2tktk's solution](#)

**298.**

1844D

[Row Major · Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings  
[zaq1xsw2tktk's solution](#)

**299.**

1847C

[Vampiric Powers, anyone? · Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[zaq1xsw2tktk's solution](#)

**300.**

1845C

[Strong Password · Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings  
[zaq1xsw2tktk's solution](#)

**301.**

1837D

[Bracket Coloring · Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[zaq1xsw2tktk's solution](#)

**302.**

1824A

[LuoTianyi and the Show · Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation  
[zaq1xsw2tktk's solution](#)

**303.**

1771B

[Hossam and Friends · Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers  
[zaq1xsw2tktk's solution](#)

**304.**

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy  
[zaq1xsw2tktk's solution](#)

**305.**

1761C

[Set Construction · Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[zaq1xsw2tktk's solution](#)

**306.**

1759D

[Make It Round · Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory  
[zaq1xsw2tktk's solution](#)

**307.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings  
[zaq1xsw2tktk's solution](#)

**308.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers  
[zaq1xsw2tktk's solution](#)

**309.**

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[zaq1xsw2tktk's solution](#)

**310.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings  
[zaq1xsw2tktk's solution](#)

**311.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings  
[zaq1xsw2tktk's solution](#)

**312.**

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings  
[zaq1xsw2tktk's solution](#)

**313.**

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
[zaq1xsw2tktk's solution](#)

**314.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[zaq1xsw2tktk's solution](#)

**315.**

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math  
[zaq1xsw2tktk's solution](#)

**316.**

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings  
[zaq1xsw2tktk's solution](#)

**317.**

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

[zaq1xsw2tktk's solution](#)

**318.**

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

[zaq1xsw2tktk's solution](#)

**319.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[zaq1xsw2tktk's solution](#)

**320.**

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[zaq1xsw2tktk's solution](#)

**321.**

1461B

[Find the Spruce](#) · [Tutorial](#)

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

[zaq1xsw2tktk's solution](#)

**322.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[zaq1xsw2tktk's solution](#)

**323.**

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

[zaq1xsw2tktk's solution](#)

**324.**

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

[zaq1xsw2tktk's solution](#)

**325.**

1354C1

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

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[zaq1xsw2tktk's solution](#)

**326.**

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[zaq1xsw2tktk's solution](#)

**327.**

1215B

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

Quality: 18,354 global accepts · Rating: 1400 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation  
[zaq1xsw2tktk's solution](#)

**328.**

261A

[Maxim and Discounts](#) · [Tutorial](#)

Quality: 5,610 global accepts · Rating: 1400 · first AC: 2013-01-13 · Mono C# (first AC) · Tags: greedy, sortings  
[zaq1xsw2tktk's solution](#)

**329.**

159C

[String Manipulation 1.0](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-10 · Mono C# (first AC) · Tags: \*special, binary search, brute force, data structures, strings  
[zaq1xsw2tktk's solution](#)

**330.**

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-09 · Mono C# (first AC) · Tags: \*special, greedy, implementation  
[zaq1xsw2tktk's solution](#)

**331.**

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2011-09-07 · Mono C# (first AC) · Tags: greedy  
[zaq1xsw2tktk's solution](#)

**332.**

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-23 · MS C++ (first AC) · Tags: dfs and similar, graphs  
[zaq1xsw2tktk's solution](#)

**333.**

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,913 global accepts · Rating: 1400 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: implementation  
[zaq1xsw2tktk's solution](#)

**334.**

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2010-11-18 · MS C++ (first AC) · Tags: greedy, implementation  
[zaq1xsw2tktk's solution](#)

**335.**

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings  
[zaq1xsw2tktk's solution](#)

**336.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zaq1xsw2tktk's solution](#)

**337.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number

theory

[zaq1xsw2tktk's solution](#)

**338.**

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zaq1xsw2tktk's solution](#)

**339.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2023-03-28 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zaq1xsw2tktk's solution](#)

**340.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zaq1xsw2tktk's solution](#)

**341.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number

theory

[zaq1xsw2tktk's solution](#)

**342.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

math

[zaq1xsw2tktk's solution](#)

**343.**

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[zaq1xsw2tktk's solution](#)

**344.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zaq1xsw2tktk's solution](#)

**345.**

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,981 global accepts · Rating: 1500 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zaq1xsw2tktk's solution](#)

**346.**

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, sortings

[zaq1xsw2tktk's solution](#)

**347.**

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zaq1xsw2tktk's solution](#)

**348.**

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2022-11-04 · last AC: 2022-11-04 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, number theory

[zaq1xsw2tktk's solution](#)

**349.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[zaq1xsw2tktk's solution](#)

**350.**

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zaq1xsw2tktk's solution](#)

**351.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[zaq1xsw2tktk's solution](#)

**352.**

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[zaq1xsw2tktk's solution](#)

**353.**

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, math

[zaq1xsw2tktk's solution](#)

**354.**

1725G

[Garage](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[zaq1xsw2tktk's solution](#)

**355.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**356.**

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zaq1xsw2tktk's solution](#)

**357.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[zaq1xsw2tktk's solution](#)

**358.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[zaq1xsw2tktk's solution](#)

**359.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[zaq1xsw2tktk's solution](#)

**360.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[zaq1xsw2tktk's solution](#)

**361.**

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[zaq1xsw2tktk's solution](#)

**362.**

1461C

[Random Events](#) · [Tutorial](#)

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

[zaq1xsw2tktk's solution](#)

**363.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zaq1xsw2tktk's solution](#)

**364.**

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

[zaq1xsw2tktk's solution](#)

**365.**

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[zaq1xsw2tktk's solution](#)

**366.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[zaq1xsw2tktk's solution](#)

**367.**

1408C

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

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

[zaq1xsw2tktk's solution](#)

**368.**

1419D2

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

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[zaq1xsw2tktk's solution](#)

**369.**

1179A

[Valeriy and Deque · Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zaq1xsw2tktk's solution](#)

**370.**

1218F

[Workout plan · Tutorial](#)

Quality: 3,192 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[zaq1xsw2tktk's solution](#)

**371.**

1215C

[Swap Letters · Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**372.**

1209C

[Paint the Digits · Tutorial](#)

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

[zaq1xsw2tktk's solution](#)

**373.**

976C

[Nested Segments · Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[zaq1xsw2tktk's solution](#)

**374.**

256A

[Almost Arithmetical Progression · Tutorial](#)

Rating: 1500 · first AC: 2012-12-16 · Mono C# (first AC) · Tags: binary search, dp, two pointers

[zaq1xsw2tktk's solution](#)

**375.**

229A

[Shifts · Tutorial](#)

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**376.**

159D

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**377.**

128A

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**378.**

121B

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Quality: 2,822 global accepts · Rating: 1500 · first AC: 2011-10-27 · MS C++ (first AC) · Tags: strings

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**379.**

2A

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**380.**

103B

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**381.**

29B

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**382.**

2063C

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**383.**

1907E

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**384.**

1856C

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**385.**

1798D

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**386.**

1806C

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**387.**

1801A

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**388.**

1796C

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**389.**

1787C

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**390.**

1782C

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**391.**

1779C

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**392.**

1774D

[Same Count One](#) · [Tutorial](#)

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**393.**

1766D

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**394.**

1771C

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**395.**

1748C

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**396.**

1753B

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**397.**

1722E

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**398.**

1703G

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Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math  
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**399.**

1687A

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**400.**

1677A

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Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp  
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1622C

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**402.**

1609D

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**403.**

1610C

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**404.**

1566D2

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1523C

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**406.**

1503A

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**407.**

1461D

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**408.**

1455D

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**409.**

1396A

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1344A

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1336A

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**412.**

1238C

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**413.**

1240A

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

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**414.**

1109A

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**415.**

1198B

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**416.**

1198A

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**417.**

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · PyPy 2 (first AC) · Tags: brute force, constructive algorithms, implementation, strings

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**418.**

243A

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**419.**

1B

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**420.**

107B

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**421.**

95A

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**422.**

36B

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Quality: 2,035 global accepts · Rating: 1600 · first AC: 2010-10-19 · MS C++ (first AC) · Tags: implementation  
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**423.**

28B

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**424.**

2096C

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Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
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**425.**

1948D

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**426.**

1898C

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**427.**

1889B

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**428.**

1879D

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**429.**

1864D

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data structures, dp, greedy, math

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1826D

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**431.**

1810D

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**432.**

1799C

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**433.**

1779D

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**434.**

1770C

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499C

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1765D

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**437.**

1735D

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1715C

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**439.**

1706D1

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algorithms, greedy, number theory

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**440.**

1700C

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**441.**

1699C

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Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

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**442.**

1693B

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1687B

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**444.**

1684D

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**445.**

1677B

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1670D

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1672D

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[zaq1xsw2tktk's solution](#)

**448.**

1628B

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Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[zaq1xsw2tktk's solution](#)

**449.**

1621C

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1608C

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Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
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**451.**

1503B

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**452.**

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  
[zaq1xsw2tktk's solution](#)

**453.**

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers  
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**454.**

1451D

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[zaq1xsw2tktk's solution](#)

**455.**

1434B

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[zaq1xsw2tktk's solution](#)

**456.**

1392D

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Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[zaq1xsw2tktk's solution](#)

**457.**

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  
[zaq1xsw2tktk's solution](#)

**458.**

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math  
[zaq1xsw2tktk's solution](#)

**459.**

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  
[zaq1xsw2tktk's solution](#)

**460.**

732D

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Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-22 · last AC: 2016-10-22 · Python 2 (first AC) · Tags: binary search, greedy, sortings

[zaq1xsw2tktk's solution](#)

**461.**

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2012-10-01 · MS C++ (first AC) · Tags: binary search, data structures, graphs, shortest paths

[zaq1xsw2tktk's solution](#)

**462.**

213A

[Game](#) · [Tutorial](#)

Quality: 1,889 global accepts · Rating: 1700 · first AC: 2012-07-30 · MS C++ (first AC) · Tags: dfs and similar, greedy

[zaq1xsw2tktk's solution](#)

**463.**

161B

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Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-11 · Mono C# (first AC) · Tags: constructive algorithms, greedy, sortings

[zaq1xsw2tktk's solution](#)

**464.**

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-03-09 · MS C++ (first AC) · Tags: \*special, data structures, greedy, sortings

[zaq1xsw2tktk's solution](#)

**465.**

118D

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Quality: 20,484 global accepts · Rating: 1700 · first AC: 2011-10-07 · Mono C# (first AC) · Tags: dp

[zaq1xsw2tktk's solution](#)

**466.**

105A

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[zaq1xsw2tktk's solution](#)

**467.**

98A

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Quality: 1,349 global accepts · Rating: 1700 · first AC: 2011-07-22 · MS C++ (first AC) · Tags: brute force, implementation

[zaq1xsw2tktk's solution](#)

**468.**

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · MS C++ (first AC) · Tags: implementation

[zaq1xsw2tktk's solution](#)

**469.**

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: greedy, math, sortings

[zaq1xsw2tktk's solution](#)

**470.**

56C

[Corporation Mail](#) · [Tutorial](#)

Quality: 1,305 global accepts · Rating: 1700 · first AC: 2011-01-21 · MS C++ (first AC) · Tags: data structures, expression parsing,

implementation

[zaq1xsw2tktk's solution](#)

**471.**

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[zaq1xsw2tktk's solution](#)

**472.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[zaq1xsw2tktk's solution](#)

**473.**

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

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**474.**

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zaq1xsw2tktk's solution](#)

**475.**

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**476.**

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[zaq1xsw2tktk's solution](#)

**477.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

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**478.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**479.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[zaq1xsw2tktk's solution](#)

**480.**

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zaq1xsw2tktk's solution](#)

**481.**

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[zaq1xsw2tktk's solution](#)

**482.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[zaq1xsw2tktk's solution](#)

**483.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[zaq1xsw2tktk's solution](#)

**484.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[zaq1xsw2tktk's solution](#)

**485.**

1725H

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

Quality: 3,009 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zaq1xsw2tktk's solution](#)

**486.**

1725M

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

Quality: 4,395 global accepts · Rating: 1800 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[zaq1xsw2tktk's solution](#)

**487.**

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,157 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[zaq1xsw2tktk's solution](#)

**488.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[zaq1xsw2tktk's solution](#)

**489.**

1713D

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Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[zaq1xsw2tktk's solution](#)

**490.**

1637D

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Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[zaq1xsw2tktk's solution](#)

**491.**

1630B

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

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

[zaq1xsw2tktk's solution](#)

**492.**

1556D

[Take a Guess](#) · [Tutorial](#)

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

[zaq1xsw2tktk's solution](#)

**493.**

1556C

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

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

[zaq1xsw2tktk's solution](#)

**494.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[zaq1xsw2tktk's solution](#)

**495.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

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**496.**

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

[zaq1xsw2tktk's solution](#)

**497.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[zaq1xsw2tktk's solution](#)

**498.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[zaq1xsw2tktk's solution](#)

**499.**

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[zaq1xsw2tktk's solution](#)

**500.**

1442A

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

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[zaq1xsw2tktk's solution](#)

**501.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[zaq1xsw2tktk's solution](#)

**502.**

1190B

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Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: games

[zaq1xsw2tktk's solution](#)

**503.**

1109B

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Quality: 4,537 global accepts · Rating: 1800 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, strings

[zaq1xsw2tktk's solution](#)

**504.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

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[zaq1xsw2tktk's solution](#)

**505.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zaq1xsw2tktk's solution](#)

**506.**

725D

[Contest Balloons](#) · [Tutorial](#)

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

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**507.**

238B

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Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-05 · MS C++ (first AC) · Tags: constructive algorithms

[zaq1xsw2tktk's solution](#)

**508.**

140D

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Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: greedy, sortings

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**509.**

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: binary search, data structures, greedy

[zaq1xsw2tktk's solution](#)

**510.**

45J

[Planting Trees](#) · [Tutorial](#)

Quality: 1,073 global accepts · Rating: 1800 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: constructive algorithms

[zaq1xsw2tktk's solution](#)

**511.**

123B

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Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · MS C++ (first AC) · Tags: math

[zaq1xsw2tktk's solution](#)

**512.**

105B

[Dark Assembly](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 1800 · first AC: 2011-08-13 · MS C++ (first AC) · Tags: brute force, probabilities

[zaq1xsw2tktk's solution](#)

**513.**

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-08 · MS C++ (first AC) · Tags: dp, greedy

[zaq1xsw2tktk's solution](#)

**514.**

85B

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Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · MS C++ (first AC) · Tags: data structures, greedy

[zaq1xsw2tktk's solution](#)

**515.**

37B

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Quality: 1,095 global accepts · Rating: 1800 · first AC: 2010-10-26 · MS C++ (first AC) · Tags: greedy, implementation

[zaq1xsw2tktk's solution](#)

**516.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

[zaq1xsw2tktk's solution](#)

**517.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zaq1xsw2tktk's solution](#)

**518.**

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

[zaq1xsw2tktk's solution](#)

**519.**

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

[zaq1xsw2tktk's solution](#)

**520.**

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

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**521.**

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**522.**

1847D

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Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy,

implementation, strings

[zaq1xsw2tktk's solution](#)

**523.**

1842D

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Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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**524.**

1834D

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Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[zaq1xsw2tktk's solution](#)

**525.**

1794D

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

Quality: 4,486 global accepts · Rating: 1900 · first AC: 2023-05-19 · last AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

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**526.**

1823D

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**527.**

1799D1

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Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[zaq1xsw2tktk's solution](#)

**528.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[zaq1xsw2tktk's solution](#)

**529.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[zaq1xsw2tktk's solution](#)

**530.**

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

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**531.**

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[zaq1xsw2tktk's solution](#)

**532.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zaq1xsw2tktk's solution](#)

**533.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[zaq1xsw2tktk's solution](#)

**534.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[zaq1xsw2tktk's solution](#)

**535.**

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[zaq1xsw2tktk's solution](#)

**536.**

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[zaq1xsw2tktk's solution](#)

**537.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[zaq1xsw2tktk's solution](#)

**538.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[zaq1xsw2tktk's solution](#)

**539.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, sortings

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**540.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[zaq1xsw2tktk's solution](#)

**541.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[zaq1xsw2tktk's solution](#)

**542.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[zaq1xsw2tktk's solution](#)

**543.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[zaq1xsw2tktk's solution](#)

**544.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zaq1xsw2tktk's solution](#)

**545.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zaq1xsw2tktk's solution](#)

**546.**

1558B

[Up the Strip](#) · [Tutorial](#)

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

[zaq1xsw2tktk's solution](#)

**547.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[zaq1xsw2tktk's solution](#)

**548.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[zaq1xsw2tktk's solution](#)

**549.**

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

[zaq1xsw2tktk's solution](#)

**550.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[zaq1xsw2tktk's solution](#)

**551.**

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[zaq1xsw2tktk's solution](#)

**552.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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**553.**

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings

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**554.**

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[zaq1xsw2tktk's solution](#)

**555.**

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation

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**556.**

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[zaq1xsw2tktk's solution](#)

**557.**

229C

[Triangles](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-01 · Mono C# (first AC) · Tags: combinatorics, graphs, math

[zaq1xsw2tktk's solution](#)

**558.**

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-09-16 · Mono C# (first AC) · Tags: combinatorics, math, number theory

[zaq1xsw2tktk's solution](#)

**559.**

135C

[Zero-One](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1900 · first AC: 2011-12-09 · Mono C# (first AC) · Tags: constructive algorithms, games, greedy

[zaq1xsw2tktk's solution](#)

**560.**

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: binary search, brute force, math

[zaq1xsw2tktk's solution](#)

**561.**

45C

[Dancing Lessons](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 1900 · first AC: 2011-11-07 · MS C++ (first AC) · Tags: data structures

[zaq1xsw2tktk's solution](#)

**562.**

121C

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

Quality: 1,434 global accepts · Rating: 1900 · first AC: 2011-10-28 · MS C++ (first AC) · Tags: brute force, combinatorics, number theory

[zaq1xsw2tktk's solution](#)

**563.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1900 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: dp, dsu, trees

[zaq1xsw2tktk's solution](#)

**564.**

109B

[Lucky Probability](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2011-08-29 · Mono C# (first AC) · Tags: brute force, probabilities

[zaq1xsw2tktk's solution](#)

**565.**

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2011-08-07 · MS C++ (first AC) · Tags: constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**566.**

93B

[End of Exams](#) · [Tutorial](#)

Quality: 988 global accepts · Rating: 1900 · first AC: 2011-06-30 · MS C++ (first AC) · Tags: greedy

[zaq1xsw2tktk's solution](#)

**567.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2011-01-26 · MS C++ (first AC) · Tags: combinatorics, math

[zaq1xsw2tktk's solution](#)

**568.**

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,158 global accepts · Rating: 1900 · first AC: 2010-10-26 · MS C++ (first AC) · Tags: data structures, greedy, trees

[zaq1xsw2tktk's solution](#)

**569.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

[zaq1xsw2tktk's solution](#)

**570.**

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[zaq1xsw2tktk's solution](#)

**571.**

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[zaq1xsw2tktk's solution](#)

**572.**

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zaq1xsw2tktk's solution](#)

**573.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings  
[zaq1xsw2tktk's solution](#)

### 574.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation  
[zaq1xsw2tktk's solution](#)

### 575.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[zaq1xsw2tktk's solution](#)

### 576.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory  
[zaq1xsw2tktk's solution](#)

### 577.

1764D

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

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[zaq1xsw2tktk's solution](#)

### 578.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers  
[zaq1xsw2tktk's solution](#)

### 579.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities  
[zaq1xsw2tktk's solution](#)

### 580.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[zaq1xsw2tktk's solution](#)

### 581.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers  
[zaq1xsw2tktk's solution](#)

### 582.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory  
[zaq1xsw2tktk's solution](#)

### 583.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, greedy, shortest paths

[zaq1xsw2tktk's solution](#)

**584.**

1702G2

[Passable Paths \(hard version\) · Tutorial](#)

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[zaq1xsw2tktk's solution](#)

**585.**

1696E

[Placing Jinas · Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[zaq1xsw2tktk's solution](#)

**586.**

1672F1

[Array Shuffling · Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[zaq1xsw2tktk's solution](#)

**587.**

1616D

[Keep the Average High · Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[zaq1xsw2tktk's solution](#)

**588.**

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

[zaq1xsw2tktk's solution](#)

**589.**

1566E

[Buds Re-hanging · Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zaq1xsw2tktk's solution](#)

**590.**

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

[zaq1xsw2tktk's solution](#)

**591.**

1506G

[Maximize the Remaining String · Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[zaq1xsw2tktk's solution](#)

**592.**

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zaq1xsw2tktk's solution](#)

**593.**

1438C

[Engineer Artem · Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[zaq1xsw2tktk's solution](#)

**594.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[zaq1xsw2tktk's solution](#)

**595.**

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

[zaq1xsw2tktk's solution](#)

**596.**

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

[zaq1xsw2tktk's solution](#)

**597.**

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[zaq1xsw2tktk's solution](#)

**598.**

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

[zaq1xsw2tktk's solution](#)

**599.**

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

[zaq1xsw2tktk's solution](#)

**600.**

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

[zaq1xsw2tktk's solution](#)

**601.**

249A

[Robo-Footballer](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-11-25 · MS C++ (first AC) · Tags: geometry

[zaq1xsw2tktk's solution](#)

**602.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2012-07-30 · MS C++ (first AC) · Tags: dp

[zaq1xsw2tktk's solution](#)

**603.**

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: constructive algorithms, implementation

[zaq1xsw2tktk's solution](#)

**604.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: combinatorics, dp  
[zaq1xsw2tktk's solution](#)

**605.**

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2011-11-09 · MS C++ (first AC) · Tags: constructive algorithms, greedy  
[zaq1xsw2tktk's solution](#)

**606.**

109D

[Lucky Sorting](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2000 · first AC: 2011-08-29 · MS C++ (first AC) · Tags: constructive algorithms, sortings  
[zaq1xsw2tktk's solution](#)

**607.**

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2011-08-29 · Mono C# (first AC) · Tags: dp, math  
[zaq1xsw2tktk's solution](#)

**608.**

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-03 · MS C++ (first AC) · Tags: implementation, math  
[zaq1xsw2tktk's solution](#)

**609.**

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math  
[zaq1xsw2tktk's solution](#)

**610.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation  
[zaq1xsw2tktk's solution](#)

**611.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics  
[zaq1xsw2tktk's solution](#)

**612.**

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy  
[zaq1xsw2tktk's solution](#)

**613.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers  
[zaq1xsw2tktk's solution](#)

**614.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[zaq1xsw2tktk's solution](#)

**615.**

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[zaq1xsw2tktk's solution](#)

**616.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[zaq1xsw2tktk's solution](#)

**617.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[zaq1xsw2tktk's solution](#)

**618.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[zaq1xsw2tktk's solution](#)

**619.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[zaq1xsw2tktk's solution](#)

**620.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[zaq1xsw2tktk's solution](#)

**621.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[zaq1xsw2tktk's solution](#)

**622.**

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[zaq1xsw2tktk's solution](#)

**623.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[zaq1xsw2tktk's solution](#)

**624.**

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[zaq1xsw2tktk's solution](#)

**625.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[zaq1xsw2tktk's solution](#)

**626.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[zaq1xsw2tktk's solution](#)

**627.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[zaq1xsw2tktk's solution](#)

**628.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[zaq1xsw2tktk's solution](#)

**629.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[zaq1xsw2tktk's solution](#)

**630.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[zaq1xsw2tktk's solution](#)

**631.**

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[zaq1xsw2tktk's solution](#)

**632.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zaq1xsw2tktk's solution](#)

**633.**

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[zaq1xsw2tktk's solution](#)

**634.**

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[zaq1xsw2tktk's solution](#)

**635.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees  
[zaq1xsw2tktk's solution](#)

**636.**

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search  
[zaq1xsw2tktk's solution](#)

**637.**

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[zaq1xsw2tktk's solution](#)

**638.**

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings  
[zaq1xsw2tktk's solution](#)

**639.**

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings  
[zaq1xsw2tktk's solution](#)

**640.**

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees  
[zaq1xsw2tktk's solution](#)

**641.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2019-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, sortings  
[zaq1xsw2tktk's solution](#)

**642.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[zaq1xsw2tktk's solution](#)

**643.**

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-01 · MS C++ (first AC) · Tags: dp, greedy, two pointers  
[zaq1xsw2tktk's solution](#)

**644.**

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2012-08-18 · Mono C# (first AC) · Tags: brute force, math  
[zaq1xsw2tktk's solution](#)

**645.**

163C

[Conveyor](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2100 · first AC: 2012-03-25 · MS C++ (first AC) · Tags: sortings, two pointers  
[zaq1xsw2tktk's solution](#)

**646.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2011-11-15 · MS C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings  
[zaq1xsw2tktk's solution](#)

**647.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,483 global accepts · Rating: 2100 · first AC: 2011-08-29 · Mono C# (first AC) · Tags: geometry, math  
[zaq1xsw2tktk's solution](#)

**648.**

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2011-05-04 · MS C++ (first AC) · Tags: constructive algorithms, greedy  
[zaq1xsw2tktk's solution](#)

**649.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2200 · first AC: 2025-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers  
[zaq1xsw2tktk's solution](#)

**650.**

1898E

[Sofia and Strings](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers  
[zaq1xsw2tktk's solution](#)

**651.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers  
[zaq1xsw2tktk's solution](#)

**652.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp  
[zaq1xsw2tktk's solution](#)

**653.**

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search  
[zaq1xsw2tktk's solution](#)

**654.**

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees  
[zaq1xsw2tktk's solution](#)

**655.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp  
[zaq1xsw2tktk's solution](#)

**656.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees  
[zaq1xsw2tktk's solution](#)

**657.**

1784C

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

Quality: 1,958 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[zaq1xsw2tktk's solution](#)

**658.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory  
[zaq1xsw2tktk's solution](#)

**659.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation  
[zaq1xsw2tktk's solution](#)

**660.**

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees  
[zaq1xsw2tktk's solution](#)

**661.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory  
[zaq1xsw2tktk's solution](#)

**662.**

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths  
[zaq1xsw2tktk's solution](#)

**663.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths  
[zaq1xsw2tktk's solution](#)

**664.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[zaq1xsw2tktk's solution](#)

**665.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math  
[zaq1xsw2tktk's solution](#)

**666.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graph matchings, math  
[zaq1xsw2tktk's solution](#)

**667.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive  
[zaq1xsw2tktk's solution](#)

**668.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees  
[zaq1xsw2tktk's solution](#)

**669.**

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  
[zaq1xsw2tktk's solution](#)

**670.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings  
[zaq1xsw2tktk's solution](#)

**671.**

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings  
[zaq1xsw2tktk's solution](#)

**672.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[zaq1xsw2tktk's solution](#)

**673.**

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  
[zaq1xsw2tktk's solution](#)

**674.**

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math

[zaq1xsw2tktk's solution](#)

**675.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[zaq1xsw2tktk's solution](#)

**676.**

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[zaq1xsw2tktk's solution](#)

**677.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[zaq1xsw2tktk's solution](#)

**678.**

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[zaq1xsw2tktk's solution](#)

**679.**

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

[zaq1xsw2tktk's solution](#)

**680.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 2200 · first AC: 2019-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[zaq1xsw2tktk's solution](#)

**681.**

273C

[Dima and Horses](#) · [Tutorial](#)

Rating: 2200 · first AC: 2013-02-13 · MS C++ (first AC) · Tags: graphs, greedy

[zaq1xsw2tktk's solution](#)

**682.**

28C

[Bath Queue](#) · [Tutorial](#)

Quality: 1,288 global accepts · Rating: 2200 · first AC: 2010-09-22 · MS C++ (first AC) · Tags: combinatorics, dp, probabilities

[zaq1xsw2tktk's solution](#)

**683.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[zaq1xsw2tktk's solution](#)

**684.**

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  
[zaq1xsw2tktk's solution](#)

**685.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[zaq1xsw2tktk's solution](#)

**686.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings  
[zaq1xsw2tktk's solution](#)

**687.**

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, greedy, math  
[zaq1xsw2tktk's solution](#)

**688.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory  
[zaq1xsw2tktk's solution](#)

**689.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp  
[zaq1xsw2tktk's solution](#)

**690.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math  
[zaq1xsw2tktk's solution](#)

**691.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings  
[zaq1xsw2tktk's solution](#)

**692.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory  
[zaq1xsw2tktk's solution](#)

**693.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 2300 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees  
[zaq1xsw2tktk's solution](#)

**694.**

1695D2

[Tree Queries \(Hard Version\) · Tutorial](#)

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[zaq1xsw2tktk's solution](#)

**695.**

1698E

[PermutationForces II · Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[zaq1xsw2tktk's solution](#)

**696.**

1748E

[Yet Another Array Counting Problem · Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[zaq1xsw2tktk's solution](#)

**697.**

1614D2

[Divan and Kostomuksha \(hard version\) · Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[zaq1xsw2tktk's solution](#)

**698.**

1743F

[Intersection and Union · Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[zaq1xsw2tktk's solution](#)

**699.**

1738E

[Balance Addicts · Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[zaq1xsw2tktk's solution](#)

**700.**

1728E

[Red-Black Pepper · Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[zaq1xsw2tktk's solution](#)

**701.**

1705E

[Mark and Professor Koro · Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[zaq1xsw2tktk's solution](#)

**702.**

1712E1

[LCM Sum \(easy version\) · Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[zaq1xsw2tktk's solution](#)

**703.**

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[zaq1xsw2tktk's solution](#)

**704.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[zaq1xsw2tktk's solution](#)

**705.**

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[zaq1xsw2tktk's solution](#)

**706.**

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[zaq1xsw2tktk's solution](#)

**707.**

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

[zaq1xsw2tktk's solution](#)

**708.**

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

[zaq1xsw2tktk's solution](#)

**709.**

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[zaq1xsw2tktk's solution](#)

**710.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zaq1xsw2tktk's solution](#)

**711.**

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

[zaq1xsw2tktk's solution](#)

**712.**

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zaq1xsw2tktk's solution](#)

**713.**

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms,

data structures, greedy, two pointers

[zaq1xsw2tktk's solution](#)

**714.**

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[zaq1xsw2tktk's solution](#)

**715.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[zaq1xsw2tktk's solution](#)

**716.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zaq1xsw2tktk's solution](#)

**717.**

249B

[Sweets for Everyone!](#) · [Tutorial](#)

Rating: 2300 · first AC: 2012-11-25 · MS C++ (first AC) · Tags: binary search, greedy

[zaq1xsw2tktk's solution](#)

**718.**

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2011-11-10 · MS C++ (first AC) · Tags: dp, math

[zaq1xsw2tktk's solution](#)

**719.**

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2011-11-05 · MS C++ (first AC) · Tags: combinatorics, dp, greedy

[zaq1xsw2tktk's solution](#)

**720.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-02-20 · last AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[zaq1xsw2tktk's solution](#)

**721.**

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[zaq1xsw2tktk's solution](#)

**722.**

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[zaq1xsw2tktk's solution](#)

**723.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, graphs, hashing

[zaq1xsw2tktk's solution](#)

**724.**

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, math

[zaq1xsw2tktk's solution](#)

**725.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[zaq1xsw2tktk's solution](#)

**726.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[zaq1xsw2tktk's solution](#)

**727.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[zaq1xsw2tktk's solution](#)

**728.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[zaq1xsw2tktk's solution](#)

**729.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[zaq1xsw2tktk's solution](#)

**730.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[zaq1xsw2tktk's solution](#)

**731.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[zaq1xsw2tktk's solution](#)

**732.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[zaq1xsw2tktk's solution](#)

**733.**

1732D2

[Balance \(Hard version\) · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-04 · last AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory

[zaq1xsw2tktk's solution](#)

**734.**

499D

[Name That Tune · Tutorial](#)

Rating: 2400 · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, two pointers

[zaq1xsw2tktk's solution](#)

**735.**

1764E

[Doremy's Number Line · Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[zaq1xsw2tktk's solution](#)

**736.**

1761E

[Make It Connected · Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[zaq1xsw2tktk's solution](#)

**737.**

1750E

[Bracket Cost · Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[zaq1xsw2tktk's solution](#)

**738.**

1743E

[FTL · Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[zaq1xsw2tktk's solution](#)

**739.**

1749E

[Cactus Wall · Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zaq1xsw2tktk's solution](#)

**740.**

1753D

[The Beach · Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[zaq1xsw2tktk's solution](#)

**741.**

1726E

[Almost Perfect · Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[zaq1xsw2tktk's solution](#)

**742.**

1715E

[Long Way Home · Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[zaq1xsw2tktk's solution](#)

**743.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[zaq1xsw2tktk's solution](#)

**744.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[zaq1xsw2tktk's solution](#)

**745.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[zaq1xsw2tktk's solution](#)

**746.**

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[zaq1xsw2tktk's solution](#)

**747.**

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zaq1xsw2tktk's solution](#)

**748.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[zaq1xsw2tktk's solution](#)

**749.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zaq1xsw2tktk's solution](#)

**750.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[zaq1xsw2tktk's solution](#)

**751.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[zaq1xsw2tktk's solution](#)

**752.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[zaq1xsw2tktk's solution](#)

**753.**

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[zaq1xsw2tktk's solution](#)

**754.**

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[zaq1xsw2tktk's solution](#)

**755.**

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs

[zaq1xsw2tktk's solution](#)

**756.**

2196D

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

Quality: 996 global accepts · Rating: 2500 · first AC: 2026-02-20 · last AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[zaq1xsw2tktk's solution](#)

**757.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[zaq1xsw2tktk's solution](#)

**758.**

1838E

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

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zaq1xsw2tktk's solution](#)

**759.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[zaq1xsw2tktk's solution](#)

**760.**

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[zaq1xsw2tktk's solution](#)

**761.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[zaq1xsw2tktk's solution](#)

**762.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[zaq1xsw2tktk's solution](#)

**763.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[zaq1xsw2tktk's solution](#)

**764.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[zaq1xsw2tktk's solution](#)

**765.**

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[zaq1xsw2tktk's solution](#)

**766.**

1787F

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

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[zaq1xsw2tktk's solution](#)

**767.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[zaq1xsw2tktk's solution](#)

**768.**

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[zaq1xsw2tktk's solution](#)

**769.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zaq1xsw2tktk's solution](#)

**770.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[zaq1xsw2tktk's solution](#)

**771.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[zaq1xsw2tktk's solution](#)

**772.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[zaq1xsw2tktk's solution](#)

**773.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[zaq1xsw2tktk's solution](#)

**774.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math  
[zaq1xsw2tktk's solution](#)

**775.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings  
[zaq1xsw2tktk's solution](#)

**776.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math  
[zaq1xsw2tktk's solution](#)

**777.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[zaq1xsw2tktk's solution](#)

**778.**

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers  
[zaq1xsw2tktk's solution](#)

**779.**

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers  
[zaq1xsw2tktk's solution](#)

**780.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[zaq1xsw2tktk's solution](#)

**781.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-08-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers  
[zaq1xsw2tktk's solution](#)

**782.**

98C

[Help Greg the Dwarf](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 2500 · first AC: 2011-07-22 · MS C++ (first AC) · Tags: geometry, ternary search

[zaq1xsw2tktk's solution](#)

**783.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[zaq1xsw2tktk's solution](#)

**784.**

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, trees

[zaq1xsw2tktk's solution](#)

**785.**

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[zaq1xsw2tktk's solution](#)

**786.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 2600 · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zaq1xsw2tktk's solution](#)

**787.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[zaq1xsw2tktk's solution](#)

**788.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zaq1xsw2tktk's solution](#)

**789.**

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[zaq1xsw2tktk's solution](#)

**790.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[zaq1xsw2tktk's solution](#)

**791.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[zaq1xsw2tktk's solution](#)

**792.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[zaq1xsw2tktk's solution](#)

**793.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math  
[zaq1xsw2tktk's solution](#)

**794.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees  
[zaq1xsw2tktk's solution](#)

**795.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings  
[zaq1xsw2tktk's solution](#)

**796.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs  
[zaq1xsw2tktk's solution](#)

**797.**

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  
[zaq1xsw2tktk's solution](#)

**798.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math  
[zaq1xsw2tktk's solution](#)

**799.**

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2012-01-04 · MS C++ (first AC) · Tags: geometry, sortings  
[zaq1xsw2tktk's solution](#)

**800.**

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory  
[zaq1xsw2tktk's solution](#)

**801.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers  
[zaq1xsw2tktk's solution](#)

**802.**

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[zaq1xsw2tktk's solution](#)

**803.**

1804F

[Approximate Diameter · Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[zaq1xsw2tktk's solution](#)

**804.**

1799F

[Halve or Subtract · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[zaq1xsw2tktk's solution](#)

**805.**

1795G

[Removal Sequences · Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[zaq1xsw2tktk's solution](#)

**806.**

1720E

[Misha and Paintings · Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2022-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[zaq1xsw2tktk's solution](#)

**807.**

1510J

[Japanese Game · Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zaq1xsw2tktk's solution](#)

**808.**

1451F

[Nullify The Matrix · Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[zaq1xsw2tktk's solution](#)

**809.**

1344D

[Résumé Review · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[zaq1xsw2tktk's solution](#)

**810.**

1845F

[Swimmers in the Pool · Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory

[zaq1xsw2tktk's solution](#)

**811.**

1842G

[Tenzing and Random Operations · Tutorial](#)

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-06-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[zaq1xsw2tktk's solution](#)

**812.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees  
[zaq1xsw2tktk's solution](#)

**813.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths  
[zaq1xsw2tktk's solution](#)

**814.**

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[zaq1xsw2tktk's solution](#)

**815.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities  
[zaq1xsw2tktk's solution](#)

**816.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
[zaq1xsw2tktk's solution](#)

**817.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-12-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[zaq1xsw2tktk's solution](#)

**818.**

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-11-26 · last AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees  
[zaq1xsw2tktk's solution](#)

**819.**

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3500 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp  
[zaq1xsw2tktk's solution](#)

**820.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[zaq1xsw2tktk's solution](#)

**821.**

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[zaq1xsw2tktk's solution](#)

**822.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[zaq1xsw2tkk's solution](#)

**823.**

103446D

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

Rating: — · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[zaq1xsw2tkk's solution](#)

**824.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[zaq1xsw2tkk's solution](#)