

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

<https://cfelitetracker.vercel.app>

Unique solved — zglicz

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

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

Filters: none

Count: 1,038

1.

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[zglicz's solution](#)

2.

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zglicz's solution](#)

3.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[zglicz's solution](#)

4.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[zglicz's solution](#)

5.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[zglicz's solution](#)

6.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[zglicz's solution](#)

7.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: math
[zglicz's solution](#)

8.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zglicz's solution](#)

9.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings
[zglicz's solution](#)

10.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[zglicz's solution](#)

11.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,435 global accepts · Rating: 800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[zglicz's solution](#)

12.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[zglicz's solution](#)

13.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings
[zglicz's solution](#)

14.

1780A

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

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

15.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[zglicz's solution](#)

16.

1783A

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

Quality: 48,759 global accepts · Rating: 800 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings
[zglicz's solution](#)

17.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[zglicz's solution](#)

18.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,061 global accepts · Rating: 800 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[zglicz's solution](#)

19.

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[zglicz's solution](#)

20.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zglicz's solution](#)

21.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,640 global accepts · Rating: 800 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[zglicz's solution](#)

22.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: math

[zglicz's solution](#)

23.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zglicz's solution](#)

24.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zglicz's solution](#)

25.

1750B

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

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

[zglicz's solution](#)

26.

1750A

[Indirect Sort](#) · [Tutorial](#)

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

[zglicz's solution](#)

27.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zglicz's solution](#)

28.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[zglicz's solution](#)

29.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[zglicz's solution](#)

30.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zglicz's solution](#)

31.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: games

[zglicz's solution](#)

32.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zglicz's solution](#)

33.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zglicz's solution](#)

34.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,919 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zglicz's solution](#)

35.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,440 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zglicz's solution](#)

36.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,766 global accepts · Rating: 800 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zglicz's solution](#)

37.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,098 global accepts · Rating: 800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zglicz's solution](#)

38.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,934 global accepts · Rating: 800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zglicz's solution](#)

39.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,635 global accepts · Rating: 800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zglicz's solution](#)

40.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zglicz's solution](#)

41.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zglicz's solution](#)

42.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy
[zglicz's solution](#)

43.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[zglicz's solution](#)

44.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math, strings
[zglicz's solution](#)

45.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zglicz's solution](#)

46.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[zglicz's solution](#)

47.

1672B

[I love AAAB](#) · [Tutorial](#)

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

48.

1672A

[Log Chopping](#) · [Tutorial](#)

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

49.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zglicz's solution](#)

50.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[zglicz's solution](#)

51.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[zglicz's solution](#)

52.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zglicz's solution](#)

53.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zglicz's solution](#)

54.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[zglicz's solution](#)

55.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zglicz's solution](#)

56.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[zglicz's solution](#)

57.

1626A

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

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[zglicz's solution](#)

58.

1624A

[Plus One on the Subset](#) · [Tutorial](#)

Quality: 60,285 global accepts · Rating: 800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math
[zglicz's solution](#)

59.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zglicz's solution](#)

60.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,382 global accepts · Rating: 800 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
[zglicz's solution](#)

61.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[zglicz's solution](#)

62.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,919 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math
[zglicz's solution](#)

63.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[zglicz's solution](#)

64.

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[zglicz's solution](#)

65.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[zglicz's solution](#)

66.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,951 global accepts · Rating: 800 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[zglicz's solution](#)

67.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,555 global accepts · Rating: 800 · first AC: 2021-11-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[zglicz's solution](#)

68.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[zglicz's solution](#)

69.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math
[zglicz's solution](#)

70.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[zglicz's solution](#)

71.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,548 global accepts · Rating: 800 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math
[zglicz's solution](#)

72.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[zglicz's solution](#)

73.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: math
[zglicz's solution](#)

74.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[zglicz's solution](#)

75.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[zglicz's solution](#)

76.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zglicz's solution](#)

77.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[zglicz's solution](#)

78.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[zglicz's solution](#)

79.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[zglicz's solution](#)

80.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[zglicz's solution](#)

81.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[zglicz's solution](#)

82.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[zglicz's solution](#)

83.

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
[zglicz's solution](#)

84.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zglicz's solution](#)

85.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zglicz's solution](#)

86.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,803 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[zglicz's solution](#)

87.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,518 global accepts · Rating: 800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[zglicz's solution](#)

88.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[zglicz's solution](#)

89.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zglicz's solution](#)

90.

1551B1

[Wonderful Coloring - 1](#) · [Tutorial](#)

Quality: 31,327 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[zglicz's solution](#)

91.

1551A

[Polycarp and Coins](#) · [Tutorial](#)

Quality: 58,365 global accepts · Rating: 800 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[zglicz's solution](#)

92.

1547B

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

Quality: 27,902 global accepts · Rating: 800 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[zglicz's solution](#)

93.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,289 global accepts · Rating: 800 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[zglicz's solution](#)

94.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[zglicz's solution](#)

95.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[zglicz's solution](#)

96.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zglicz's solution](#)

97.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zglicz's solution](#)

98.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,058 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zglicz's solution](#)

99.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[zglicz's solution](#)

100.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zglicz's solution](#)

101.

1453A

[Cancel the Trains](#) · [Tutorial](#)

Quality: 24,276 global accepts · Rating: 800 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zglicz's solution](#)

102.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zglicz's solution](#)

103.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

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

[zglicz's solution](#)

104.

1454A

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

Quality: 44,064 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[zglicz's solution](#)

105.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zglicz's solution](#)

106.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[zglicz's solution](#)

107.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,968 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[zglicz's solution](#)

108.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,194 global accepts · Rating: 800 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zglicz's solution](#)

109.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,730 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zglicz's solution](#)

110.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,103 global accepts · Rating: 800 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zglicz's solution](#)

111.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[zglicz's solution](#)

112.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,133 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zglicz's solution](#)

113.

1353A

[Most Unstable Array](#) · [Tutorial](#)

Quality: 44,591 global accepts · Rating: 800 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zglicz's solution](#)

114.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,077 global accepts · Rating: 800 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: math

[zglicz's solution](#)

115.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,784 global accepts · Rating: 800 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: math, number theory

[zglicz's solution](#)

116.

268A

[Games](#) · [Tutorial](#)

Quality: 104,229 global accepts · Rating: 800 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: brute force

[zglicz's solution](#)

117.

158A

[Next Round](#) · [Tutorial](#)

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

[zglicz's solution](#)

118.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

119.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: brute force

[zglicz's solution](#)

120.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: math, probabilities

[zglicz's solution](#)

121.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

122.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,176 global accepts · Rating: 800 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: brute force, math

[zglicz's solution](#)

123.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

124.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,691 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

125.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation, math

[zglicz's solution](#)

126.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,495 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

127.

59A

[Word](#) · [Tutorial](#)

Quality: 227,992 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

128.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: brute force, implementation

[zglicz's solution](#)

129.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

130.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,322 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: brute force

[zglicz's solution](#)

131.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,230 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

132.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,796 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: greedy, math

[zglicz's solution](#)

133.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,036 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: brute force, math

[zglicz's solution](#)

134.

71A

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

Quality: 503,380 global accepts · Rating: 800 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: strings

[zglicz's solution](#)

135.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zglicz's solution](#)

136.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zglicz's solution](#)

137.

1771A

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

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[zglicz's solution](#)

138.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zglicz's solution](#)

139.

1764B

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

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zglicz's solution](#)

140.

1696B

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

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zglicz's solution](#)

141.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[zglicz's solution](#)

142.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zglicz's solution](#)

143.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,962 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zglicz's solution](#)

144.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zglicz's solution](#)

145.

1609A

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

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

[zglicz's solution](#)

146.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[zglicz's solution](#)

147.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zglicz's solution](#)

148.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 900 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[zglicz's solution](#)

149.

1606A

[AB Balance](#) · [Tutorial](#)

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

[zglicz's solution](#)

150.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,374 global accepts · Rating: 900 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zglicz's solution](#)

151.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,658 global accepts · Rating: 900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[zglicz's solution](#)

152.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zglicz's solution](#)

153.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,138 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zglicz's solution](#)

154.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,597 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[zglicz's solution](#)

155.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[zglicz's solution](#)

156.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,968 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[zglicz's solution](#)

157.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, interactive

[zglicz's solution](#)

158.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zglicz's solution](#)

159.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[zglicz's solution](#)

160.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zglicz's solution](#)

161.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zglicz's solution](#)

162.

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

[zglicz's solution](#)

163.

1238A

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

Quality: 28,067 global accepts · Rating: 900 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zglicz's solution](#)

164.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: implementation, math

[zglicz's solution](#)

165.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[zglicz's solution](#)

166.

793A

[Oleg and shares](#) · [Tutorial](#)

Quality: 8,017 global accepts · Rating: 900 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: implementation, math

[zglicz's solution](#)

167.

115A

[Party](#) · [Tutorial](#)

Quality: 43,365 global accepts · Rating: 900 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[zglicz's solution](#)

168.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

169.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[zglicz's solution](#)

170.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: implementation, schedules

[zglicz's solution](#)

171.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,782 global accepts · Rating: 900 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: number theory

[zglicz's solution](#)

172.

94A

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

Quality: 12,268 global accepts · Rating: 900 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

173.

96A

[Football](#) · [Tutorial](#)

Quality: 193,680 global accepts · Rating: 900 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

174.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,036 global accepts · Rating: 900 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: greedy, sortings

[zglicz's solution](#)

175.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[zglicz's solution](#)

176.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: math, number theory

[zglicz's solution](#)

177.

1841B

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

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zglicz's solution](#)

178.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[zglicz's solution](#)

179.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zglicz's solution](#)

180.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zglicz's solution](#)

181.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[zglicz's solution](#)

182.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[zglicz's solution](#)

183.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[zglicz's solution](#)

184.

1671B

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

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

185.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[zglicz's solution](#)

186.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,044 global accepts · Rating: 1000 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[zglicz's solution](#)

187.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[zglicz's solution](#)

188.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[zglicz's solution](#)

189.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[zglicz's solution](#)

190.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[zglicz's solution](#)

191.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[zglicz's solution](#)

192.

1579E1

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

Quality: 25,207 global accepts · Rating: 1000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[zglicz's solution](#)

193.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[zglicz's solution](#)

194.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[zglicz's solution](#)

195.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[zglicz's solution](#)

196.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[zglicz's solution](#)

197.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zglicz's solution](#)

198.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[zglicz's solution](#)

199.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[zglicz's solution](#)

200.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[zglicz's solution](#)

201.

1358B

[Maria Breaks the Self-isolation](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zglicz's solution](#)

202.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[zglicz's solution](#)

203.

1342A

[Road To Zero](#) · [Tutorial](#)

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

[zglicz's solution](#)

204.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[zglicz's solution](#)

205.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: sortings

[zglicz's solution](#)

206.

452A

[Eevee](#) · [Tutorial](#)

Quality: 8,514 global accepts · Rating: 1000 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, implementation, strings
[zglicz's solution](#)

207.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: implementation, math
[zglicz's solution](#)

208.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2010-06-10 · last AC: 2011-07-14 · GNU C++ (first AC) · Tags: brute force, math, number theory
[zglicz's solution](#)

209.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,409 global accepts · Rating: 1000 · first AC: 2011-03-22 · last AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation, math
[zglicz's solution](#)

210.

109A

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

Quality: 19,822 global accepts · Rating: 1000 · first AC: 2011-08-29 · GNU C++ (first AC) · Tags: brute force, implementation
[zglicz's solution](#)

211.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: implementation
[zglicz's solution](#)

212.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation
[zglicz's solution](#)

213.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation, math
[zglicz's solution](#)

214.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: greedy, math
[zglicz's solution](#)

215.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation
[zglicz's solution](#)

216.

43A

[Football](#) · [Tutorial](#)

Quality: 69,176 global accepts · Rating: 1000 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: strings
[zglicz's solution](#)

217.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

218.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,016 global accepts · Rating: 1000 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: greedy, strings

[zglicz's solution](#)

219.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: sortings

[zglicz's solution](#)

220.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: math

[zglicz's solution](#)

221.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[zglicz's solution](#)

222.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[zglicz's solution](#)

223.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[zglicz's solution](#)

224.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[zglicz's solution](#)

225.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[zglicz's solution](#)

226.

1780B

[GCD Partition](#) · [Tutorial](#)

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

[zglicz's solution](#)

227.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zglicz's solution](#)

228.

1759C

[Thermostat](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, shortest paths

[zglicz's solution](#)

229.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[zglicz's solution](#)

230.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[zglicz's solution](#)

231.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[zglicz's solution](#)

232.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zglicz's solution](#)

233.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[zglicz's solution](#)

234.

1624C

[Division by Two and Permutation](#) · [Tutorial](#)

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[zglicz's solution](#)

235.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[zglicz's solution](#)

236.

1609B

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

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

[zglicz's solution](#)

237.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[zglicz's solution](#)

238.

1606B

[Update Files](#) · [Tutorial](#)

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

239.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,805 global accepts · Rating: 1100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[zglicz's solution](#)

240.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[zglicz's solution](#)

241.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings
[zglicz's solution](#)

242.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[zglicz's solution](#)

243.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[zglicz's solution](#)

244.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[zglicz's solution](#)

245.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[zglicz's solution](#)

246.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[zglicz's solution](#)

247.

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
[zglicz's solution](#)

248.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
[zglicz's solution](#)

249.

1426C

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

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[zglicz's solution](#)

250.

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[zglicz's solution](#)

251.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[zglicz's solution](#)

252.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[zglicz's solution](#)

253.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[zglicz's solution](#)

254.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[zglicz's solution](#)

255.

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2013-06-12 · last AC: 2013-06-12 · Java 7 (first AC) · Tags: greedy

[zglicz's solution](#)

256.

258A

[Little Elephant and Bits](#) · [Tutorial](#)

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: greedy, math

[zglicz's solution](#)

257.

159B

[Matchmaker](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 1100 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, greedy, sortings

[zglicz's solution](#)

258.

103A

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

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: greedy, implementation, math

[zglicz's solution](#)

259.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

260.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[zglicz's solution](#)

261.

46B

[T-shirts from Sponsor](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 1100 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

262.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,496 global accepts · Rating: 1100 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

263.

90B

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

Quality: 5,717 global accepts · Rating: 1100 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

264.

66B

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

Quality: 23,109 global accepts · Rating: 1100 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: brute force, implementation

[zglicz's solution](#)

265.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2011-07-12 · GNU C++ (first AC) · Tags: implementation, number theory

[zglicz's solution](#)

266.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math

[zglicz's solution](#)

267.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[zglicz's solution](#)

268.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zglicz's solution](#)

269.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[zglicz's solution](#)

270.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[zglicz's solution](#)

271.

1671C

[Dolce Vita](#) · [Tutorial](#)

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

[zglicz's solution](#)

272.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[zglicz's solution](#)

273.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[zglicz's solution](#)

274.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[zglicz's solution](#)

275.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[zglicz's solution](#)

276.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings

[zglicz's solution](#)

277.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[zglicz's solution](#)

278.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zglicz's solution](#)

279.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[zglicz's solution](#)

280.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zglicz's solution](#)

281.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zglicz's solution](#)

282.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[zglicz's solution](#)

283.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,235 global accepts · Rating: 1200 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zglicz's solution](#)

284.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zglicz's solution](#)

285.

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

[zglicz's solution](#)

286.

177B2

[Rectangular Game](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 1200 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[zglicz's solution](#)

287.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: math

[zglicz's solution](#)

288.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: implementation

[zglicz's solution](#)

289.

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[zglicz's solution](#)

290.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[zglicz's solution](#)

291.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, constructive algorithms
[zglicz's solution](#)

292.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: implementation, sortings
[zglicz's solution](#)

293.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2011-08-04 · GNU C++ (first AC) · Tags: greedy
[zglicz's solution](#)

294.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: implementation, number theory
[zglicz's solution](#)

295.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: implementation, sortings
[zglicz's solution](#)

296.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: data structures, implementation
[zglicz's solution](#)

297.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: greedy, two pointers
[zglicz's solution](#)

298.

9C

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

Quality: 14,347 global accepts · Rating: 1200 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: brute force, implementation, math
[zglicz's solution](#)

299.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: constructive algorithms
[zglicz's solution](#)

300.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: brute force, implementation, math
[zglicz's solution](#)

301.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: greedy, implementation
[zglicz's solution](#)

302.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

303.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[zglicz's solution](#)

304.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: geometry, math

[zglicz's solution](#)

305.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2011-05-03 · GNU C++ (first AC) · Tags: greedy

[zglicz's solution](#)

306.

33A

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

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-07 · GNU C++ (first AC) · Tags: greedy, implementation

[zglicz's solution](#)

307.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[zglicz's solution](#)

308.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[zglicz's solution](#)

309.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zglicz's solution](#)

310.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[zglicz's solution](#)

311.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[zglicz's solution](#)

312.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zglicz's solution](#)

313.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[zglicz's solution](#)

314.

1694C

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

Rating: 1300 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[zglicz's solution](#)

315.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,152 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[zglicz's solution](#)

316.

1668C

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

Rating: 1300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[zglicz's solution](#)

317.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, math
[zglicz's solution](#)

318.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[zglicz's solution](#)

319.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,815 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[zglicz's solution](#)

320.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[zglicz's solution](#)

321.

1603A

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

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

322.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[zglicz's solution](#)

323.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[zglicz's solution](#)

324.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[zglicz's solution](#)

325.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[zglicz's solution](#)

326.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[zglicz's solution](#)

327.

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

[zglicz's solution](#)

328.

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

[zglicz's solution](#)

329.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[zglicz's solution](#)

330.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zglicz's solution](#)

331.

1454D

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

Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zglicz's solution](#)

332.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,964 global accepts · Rating: 1300 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers

[zglicz's solution](#)

333.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zglicz's solution](#)

334.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[zglicz's solution](#)

335.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zglicz's solution](#)

336.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[zglicz's solution](#)

337.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: —

[zglicz's solution](#)

338.

303A

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

Quality: 8,572 global accepts · Rating: 1300 · first AC: 2013-05-12 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[zglicz's solution](#)

339.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: greedy

[zglicz's solution](#)

340.

251A

[Points on Line](#) · [Tutorial](#)

Quality: 21,349 global accepts · Rating: 1300 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: binary search, combinatorics, two pointers

[zglicz's solution](#)

341.

238A

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

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms, math

[zglicz's solution](#)

342.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: greedy

[zglicz's solution](#)

343.

173A

[Rock-Paper-Scissors](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: implementation, math

[zglicz's solution](#)

344.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force

[zglicz's solution](#)

345.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, combinatorics

[zglicz's solution](#)

346.

161A

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

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers

[zglicz's solution](#)

347.

158D

[Ice Sculptures](#) · [Tutorial](#)

Quality: 6,492 global accepts · Rating: 1300 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, brute force, number theory

[zglicz's solution](#)

348.

117A

[Elevator](#) · [Tutorial](#)

Quality: 2,226 global accepts · Rating: 1300 · first AC: 2011-09-23 · GNU C++ (first AC) · Tags: implementation, math

[zglicz's solution](#)

349.

123A

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

Quality: 3,988 global accepts · Rating: 1300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: implementation, number theory, strings

[zglicz's solution](#)

350.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-03-26 · last AC: 2011-07-12 · GNU C++ (first AC) · Tags: math

[zglicz's solution](#)

351.

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: expression parsing, implementation

[zglicz's solution](#)

352.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: expression parsing, implementation, sortings, strings

[zglicz's solution](#)

353.

43C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1300 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: greedy

[zglicz's solution](#)

354.

4C

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

Quality: 108,191 global accepts · Rating: 1300 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[zglicz's solution](#)

355.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: greedy

[zglicz's solution](#)

356.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: brute force

[zglicz's solution](#)

357.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

358.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: implementation, two pointers

[zglicz's solution](#)

359.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: implementation, math

[zglicz's solution](#)

360.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: greedy, math

[zglicz's solution](#)

361.

85A

[Domino](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 1300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[zglicz's solution](#)

362.

2111D

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

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[zglicz's solution](#)

363.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[zglicz's solution](#)

364.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zglicz's solution](#)

365.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[zglicz's solution](#)

366.

1758C

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

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory
[zglicz's solution](#)

367.

1764C

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

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy
[zglicz's solution](#)

368.

1761C

[Set Construction](#) · [Tutorial](#)

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

369.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,273 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory
[zglicz's solution](#)

370.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[zglicz's solution](#)

371.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[zglicz's solution](#)

372.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings, two pointers
[zglicz's solution](#)

373.

1691C

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

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[zglicz's solution](#)

374.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[zglicz's solution](#)

375.

1644C

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

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

376.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[zglicz's solution](#)

377.

1609C

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

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

[zglicz's solution](#)

378.

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[zglicz's solution](#)

379.

1606C

[Banknotes](#) · [Tutorial](#)

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

[zglicz's solution](#)

380.

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[zglicz's solution](#)

381.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[zglicz's solution](#)

382.

1551B2

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

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[zglicz's solution](#)

383.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[zglicz's solution](#)

384.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[zglicz's solution](#)

385.

1365C

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

Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[zglicz's solution](#)

386.

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

[zglicz's solution](#)

387.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[zglicz's solution](#)

388.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: implementation, math

[zglicz's solution](#)

389.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: implementation, trees

[zglicz's solution](#)

390.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2014-09-28 · GNU C++0x (first AC) · Tags: greedy

[zglicz's solution](#)

391.

436B

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

Quality: 3,147 global accepts · Rating: 1400 · first AC: 2014-06-13 · GNU C++0x (first AC) · Tags: implementation, math

[zglicz's solution](#)

392.

414B

[Mashmikh and ACM](#) · [Tutorial](#)

Quality: 29,192 global accepts · Rating: 1400 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[zglicz's solution](#)

393.

331A1

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

Quality: 1,528 global accepts · Rating: 1400 · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: brute force, implementation

[zglicz's solution](#)

394.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2013-06-14 · GNU C++ (first AC) · Tags: shortest paths

[zglicz's solution](#)

395.

316A2

[Special Task](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 1400 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: math

[zglicz's solution](#)

396.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[zglicz's solution](#)

397.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[zglicz's solution](#)

398.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-23 · GNU C++ (first AC) · Tags: constructive algorithms, math

[zglicz's solution](#)

399.

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 1400 · first AC: 2013-02-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[zglicz's solution](#)

400.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: dp

[zglicz's solution](#)

401.

159C

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

Quality: 3,204 global accepts · Rating: 1400 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, binary search, brute force, data structures, strings

[zglicz's solution](#)

402.

159A

[Friends or Not](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1400 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[zglicz's solution](#)

403.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,394 global accepts · Rating: 1400 · first AC: 2012-03-04 · GNU C++ (first AC) · Tags: *special, data structures, implementation

[zglicz's solution](#)

404.

111A

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

Quality: 5,173 global accepts · Rating: 1400 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: greedy

[zglicz's solution](#)

405.

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: greedy

[zglicz's solution](#)

406.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[zglicz's solution](#)

407.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,562 global accepts · Rating: 1400 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: brute force

[zglicz's solution](#)

408.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,913 global accepts · Rating: 1400 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation

[zglicz's solution](#)

409.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-05-03 · GNU C++ (first AC) · Tags: implementation, sortings

[zglicz's solution](#)

410.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1400 · first AC: 2010-09-25 · GNU C++ (first AC) · Tags: brute force, math

[zglicz's solution](#)

411.

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[zglicz's solution](#)

412.

1759E

[The Humanoid](#) · [Tutorial](#)

Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings

[zglicz's solution](#)

413.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[zglicz's solution](#)

414.

1651C

[Fault-tolerant Network](#) · [Tutorial](#)

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[zglicz's solution](#)

415.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zglicz's solution](#)

416.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[zglicz's solution](#)

417.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[zglicz's solution](#)

418.

1575J

[Jeopardy of Dropped Balls](#) · [Tutorial](#)

Quality: 4,265 global accepts · Rating: 1500 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation

[zglicz's solution](#)

419.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[zglicz's solution](#)

420.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[zglicz's solution](#)

421.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers

[zglicz's solution](#)

422.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zglicz's solution](#)

423.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[zglicz's solution](#)

424.

1551C

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

Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings

[zglicz's solution](#)

425.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,375 global accepts · Rating: 1500 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[zglicz's solution](#)

426.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[zglicz's solution](#)

427.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zglicz's solution](#)

428.

1426D

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

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zglicz's solution](#)

429.

1366C

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

Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zglicz's solution](#)

430.

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[zglicz's solution](#)

431.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[zglicz's solution](#)

432.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[zglicz's solution](#)

433.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[zglicz's solution](#)

434.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: greedy

[zglicz's solution](#)

435.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: greedy

[zglicz's solution](#)

436.

674A

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[zglicz's solution](#)

437.

436A

[Feed with Candy](#) · [Tutorial](#)

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

[zglicz's solution](#)

438.

425A

[Sereja and Swaps](#) · [Tutorial](#)

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

[zglicz's solution](#)

439.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, number theory

[zglicz's solution](#)

440.

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, probabilities

[zglicz's solution](#)

441.

331A2

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

Quality: 1,546 global accepts · Rating: 1500 · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: data structures, sortings

[zglicz's solution](#)

442.

325A

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

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

[zglicz's solution](#)

443.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-06-12 · last AC: 2013-06-13 · GNU C++ (first AC) · Tags: brute force, data structures

[zglicz's solution](#)

444.

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[zglicz's solution](#)

445.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: combinatorics

[zglicz's solution](#)

446.

290B

[QR code](#) · [Tutorial](#)

Quality: 2,617 global accepts · Rating: 1500 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[zglicz's solution](#)

447.

273A

[Dima and Staircase](#) · [Tutorial](#)

Rating: 1500 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

448.

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2013-01-28 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[zglicz's solution](#)

449.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp, number theory

[zglicz's solution](#)

450.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: dp

[zglicz's solution](#)

451.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-13 · GNU C++ (first AC) · Tags: greedy

[zglicz's solution](#)

452.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-03-09 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[zglicz's solution](#)

453.

128A

[Statues](#) · [Tutorial](#)

Quality: 3,510 global accepts · Rating: 1500 · first AC: 2011-11-15 · GNU C++ (first AC) · Tags: dfs and similar

[zglicz's solution](#)

454.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[zglicz's solution](#)

455.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: dp, implementation

[zglicz's solution](#)

456.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1500 · first AC: 2011-07-19 · last AC: 2011-07-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar, shortest paths

[zglicz's solution](#)

457.

88C

[Trains](#) · [Tutorial](#)

Rating: 1500 · first AC: 2011-07-18 · GNU C++ (first AC) · Tags: implementation, math, number theory

[zglicz's solution](#)

458.

53D

[Physical Education](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: sortings

[zglicz's solution](#)

459.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: greedy

[zglicz's solution](#)

460.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: strings

[zglicz's solution](#)

461.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2011-06-25 · GNU C++ (first AC) · Tags: binary search, data structures

[zglicz's solution](#)

462.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-25 · GNU C++ (first AC) · Tags: greedy, strings

[zglicz's solution](#)

463.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[zglicz's solution](#)

464.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zglicz's solution](#)

465.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[zglicz's solution](#)

466.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zglicz's solution](#)

467.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[zglicz's solution](#)

468.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[zglicz's solution](#)

469.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zglicz's solution](#)

470.

1609D

[Social Network](#) · [Tutorial](#)

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

[zglicz's solution](#)

471.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[zglicz's solution](#)

472.

1612D

[X-Magic Pair](#) · [Tutorial](#)

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

[zglicz's solution](#)

473.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zglicz's solution](#)

474.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zglicz's solution](#)

475.

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[zglicz's solution](#)

476.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[zglicz's solution](#)

477.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zglicz's solution](#)

478.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[zglicz's solution](#)

479.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zglicz's solution](#)

480.

1537E1

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

Quality: 16,315 global accepts · Rating: 1600 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[zglicz's solution](#)

481.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[zglicz's solution](#)

482.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[zglicz's solution](#)

483.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,991 global accepts · Rating: 1600 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[zglicz's solution](#)

484.

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[zglicz's solution](#)

485.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[zglicz's solution](#)

486.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zglicz's solution](#)

487.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1600 · first AC: 2020-05-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[zglicz's solution](#)

488.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[zglicz's solution](#)

489.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[zglicz's solution](#)

490.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,642 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[zglicz's solution](#)

491.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings
[zglicz's solution](#)

492.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[zglicz's solution](#)

493.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths
[zglicz's solution](#)

494.

793B

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

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[zglicz's solution](#)

495.

674B

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

Rating: 1600 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs
[zglicz's solution](#)

496.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, greedy
[zglicz's solution](#)

497.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: binary search, brute force
[zglicz's solution](#)

498.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2013-09-27 · GNU C++ (first AC) · Tags: binary search, math, sortings
[zglicz's solution](#)

499.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: games, math, number theory
[zglicz's solution](#)

500.

343B

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

Quality: 17,315 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: data structures, greedy, implementation
[zglicz's solution](#)

501.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1600 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: math, number theory
[zglicz's solution](#)

502.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-23 · GNU C++ (first AC) · Tags: combinatorics, math
[zglicz's solution](#)

503.

317A

[Perfect Pair](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: brute force
[zglicz's solution](#)

504.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2013-06-12 · GNU C++ (first AC) · Tags: dfs and similar, dp
[zglicz's solution](#)

505.

314A

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

Quality: 2,173 global accepts · Rating: 1600 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: implementation
[zglicz's solution](#)

506.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation
[zglicz's solution](#)

507.

273B

[Dima and Two Sequences](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-02-13 · GNU C++ (first AC) · Tags: combinatorics
[zglicz's solution](#)

508.

240C

[Practice](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[zglicz's solution](#)

509.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: implementation
[zglicz's solution](#)

510.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-01 · GNU C++ (first AC) · Tags: *special, brute force, implementation, number theory
[zglicz's solution](#)

511.

70B

[Text Messaging](#) · [Tutorial](#)

Quality: 2,102 global accepts · Rating: 1600 · first AC: 2011-03-26 · GNU C++ (first AC) · Tags: expression parsing, greedy, strings
[zglicz's solution](#)

512.

113A

[Grammar Lessons](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1600 · first AC: 2011-09-09 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

513.

59C

[Title](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 1600 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: expression parsing

[zglicz's solution](#)

514.

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[zglicz's solution](#)

515.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: binary search, number theory

[zglicz's solution](#)

516.

46C

[Hamsters and Tigers](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 1600 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: two pointers

[zglicz's solution](#)

517.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2011-07-14 · GNU C++ (first AC) · Tags: dp, math, number theory

[zglicz's solution](#)

518.

95A

[Hockey](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1600 · first AC: 2011-07-10 · GNU C++ (first AC) · Tags: implementation, strings

[zglicz's solution](#)

519.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: math

[zglicz's solution](#)

520.

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[zglicz's solution](#)

521.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[zglicz's solution](#)

522.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[zglicz's solution](#)

523.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[zglicz's solution](#)

524.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zglicz's solution](#)

525.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[zglicz's solution](#)

526.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zglicz's solution](#)

527.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,604 global accepts · Rating: 1700 · first AC: 2022-06-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[zglicz's solution](#)

528.

1690F

[Shifting String](#) · [Tutorial](#)

Quality: 8,881 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings

[zglicz's solution](#)

529.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[zglicz's solution](#)

530.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[zglicz's solution](#)

531.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[zglicz's solution](#)

532.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[zglicz's solution](#)

533.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[zglicz's solution](#)

534.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[zglicz's solution](#)

535.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[zglicz's solution](#)

536.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zglicz's solution](#)

537.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[zglicz's solution](#)

538.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[zglicz's solution](#)

539.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[zglicz's solution](#)

540.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[zglicz's solution](#)

541.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[zglicz's solution](#)

542.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[zglicz's solution](#)

543.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[zglicz's solution](#)

544.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · last AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[zglicz's solution](#)

545.

1537D

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

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[zglicz's solution](#)

546.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[zglicz's solution](#)

547.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[zglicz's solution](#)

548.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[zglicz's solution](#)

549.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[zglicz's solution](#)

550.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[zglicz's solution](#)

551.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[zglicz's solution](#)

552.

360A

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

Quality: 2,140 global accepts · Rating: 1700 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: greedy, implementation

[zglicz's solution](#)

553.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2013-06-12 · last AC: 2013-06-12 · GNU C++ (first AC) · Tags: hashing, strings

[zglicz's solution](#)

554.

288C

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

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-02 · GNU C++ (first AC) · Tags: implementation, math

[zglicz's solution](#)

555.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees

[zglicz's solution](#)

556.

163A

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

Quality: 2,995 global accepts · Rating: 1700 · first AC: 2012-03-25 · GNU C++ (first AC) · Tags: dp

[zglicz's solution](#)

557.

161B

[Discounts](#) · [Tutorial](#)

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

[zglicz's solution](#)

558.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2011-11-09 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[zglicz's solution](#)

559.

101B

[Buses](#) · [Tutorial](#)

Quality: 3,195 global accepts · Rating: 1700 · first AC: 2011-08-04 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[zglicz's solution](#)

560.

98A

[Help Victoria the Wise](#) · [Tutorial](#)

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

[zglicz's solution](#)

561.

65B

[Harry Potter and the History of Magic](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: 1700 · first AC: 2011-07-20 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[zglicz's solution](#)

562.

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: constructive algorithms, math

[zglicz's solution](#)

563.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: binary search, implementation

[zglicz's solution](#)

564.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,114 global accepts · Rating: 1700 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: dp, sortings

[zglicz's solution](#)

565.

63C

[Bulls and Cows](#) · [Tutorial](#)

Quality: 2,002 global accepts · Rating: 1700 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: brute force, implementation
[zglicz's solution](#)

566.

66D

[Petya and His Friends](#) · [Tutorial](#)

Quality: 3,612 global accepts · Rating: 1700 · first AC: 2011-07-14 · Java 6 (first AC) · Tags: constructive algorithms, math, number theory
[zglicz's solution](#)

567.

76E

[Points](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1700 · first AC: 2011-07-13 · GNU C++ (first AC) · Tags: implementation, math
[zglicz's solution](#)

568.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2011-06-30 · GNU C++ (first AC) · Tags: implementation
[zglicz's solution](#)

569.

82B

[Sets](#) · [Tutorial](#)

Quality: 2,336 global accepts · Rating: 1700 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: constructive algorithms, hashing, implementation
[zglicz's solution](#)

570.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: implementation, strings
[zglicz's solution](#)

571.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2011-05-04 · GNU C++ (first AC) · Tags: greedy, math, sortings
[zglicz's solution](#)

572.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,620 global accepts · Rating: 1800 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp
[zglicz's solution](#)

573.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, strings
[zglicz's solution](#)

574.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths
[zglicz's solution](#)

575.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zglicz's solution](#)

576.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2022-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[zglicz's solution](#)

577.

1759F

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

Quality: 4,506 global accepts · Rating: 1800 · first AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory

[zglicz's solution](#)

578.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zglicz's solution](#)

579.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[zglicz's solution](#)

580.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[zglicz's solution](#)

581.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[zglicz's solution](#)

582.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[zglicz's solution](#)

583.

1575D

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

Quality: 2,871 global accepts · Rating: 1800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp

[zglicz's solution](#)

584.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[zglicz's solution](#)

585.

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

[zglicz's solution](#)

586.

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

[zglicz's solution](#)

587.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings, strings

[zglicz's solution](#)

588.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[zglicz's solution](#)

589.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

[zglicz's solution](#)

590.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[zglicz's solution](#)

591.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

[zglicz's solution](#)

592.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[zglicz's solution](#)

593.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[zglicz's solution](#)

594.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: combinatorics, math

[zglicz's solution](#)

595.

671A

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

Quality: 4,376 global accepts · Rating: 1800 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: dp, geometry, greedy, implementation
[zglicz's solution](#)

596.

452B

[4-point polyline](#) · [Tutorial](#)

Quality: 2,118 global accepts · Rating: 1800 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, geometry, trees
[zglicz's solution](#)

597.

436C

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

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

598.

256B

[Mr. Bender and Square](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: binary search, brute force, math
[zglicz's solution](#)

599.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2012-12-06 · GNU C++ (first AC) · Tags: implementation, math
[zglicz's solution](#)

600.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++ (first AC) · Tags: constructive algorithms
[zglicz's solution](#)

601.

240B

[Fence](#) · [Tutorial](#)

Rating: 1800 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: dp
[zglicz's solution](#)

602.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: binary search, dp, two pointers
[zglicz's solution](#)

603.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,990 global accepts · Rating: 1800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: dfs and similar, shortest paths
[zglicz's solution](#)

604.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2012-03-11 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees
[zglicz's solution](#)

605.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: greedy, sortings
[zglicz's solution](#)

606.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: binary search, data structures, greedy
[zglicz's solution](#)

607.

140B

[New Year Cards](#) · [Tutorial](#)

Quality: 1,754 global accepts · Rating: 1800 · first AC: 2012-01-04 · GNU C++ (first AC) · Tags: brute force, greedy, implementation
[zglicz's solution](#)

608.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2011-11-07 · GNU C++ (first AC) · Tags: brute force, number theory
[zglicz's solution](#)

609.

123B

[Squares](#) · [Tutorial](#)

Quality: 1,307 global accepts · Rating: 1800 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: math
[zglicz's solution](#)

610.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,015 global accepts · Rating: 1800 · first AC: 2011-07-20 · GNU C++ (first AC) · Tags: implementation, math
[zglicz's solution](#)

611.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 1800 · first AC: 2011-07-19 · GNU C++ (first AC) · Tags: binary search, greedy
[zglicz's solution](#)

612.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2011-07-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees
[zglicz's solution](#)

613.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2011-07-18 · GNU C++ (first AC) · Tags: dp, probabilities
[zglicz's solution](#)

614.

38E

[Let's Go Rolling!](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 1800 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: dp, sortings
[zglicz's solution](#)

615.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: math, number theory
[zglicz's solution](#)

616.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: dp
[zglicz's solution](#)

617.

24C

[Sequence of points](#) · [Tutorial](#)

Quality: 1,448 global accepts · Rating: 1800 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: geometry, implementation, math
[zglicz's solution](#)

618.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: binary search, number theory
[zglicz's solution](#)

619.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: brute force
[zglicz's solution](#)

620.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: brute force, games, implementation
[zglicz's solution](#)

621.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: data structures, implementation
[zglicz's solution](#)

622.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,579 global accepts · Rating: 1800 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: greedy
[zglicz's solution](#)

623.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers
[zglicz's solution](#)

624.

95B

[Lucky Numbers](#) · [Tutorial](#)

Quality: 1,399 global accepts · Rating: 1800 · first AC: 2011-07-10 · GNU C++ (first AC) · Tags: dp, greedy
[zglicz's solution](#)

625.

85B

[Embassy Queue](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 1800 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: data structures, greedy
[zglicz's solution](#)

626.

2111E

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

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-06-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings
[zglicz's solution](#)

627.

1759G

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

Quality: 5,498 global accepts · Rating: 1900 · first AC: 2022-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, greedy, math

[zglicz's solution](#)

628.

1717D

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

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[zglicz's solution](#)

629.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[zglicz's solution](#)

630.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[zglicz's solution](#)

631.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[zglicz's solution](#)

632.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zglicz's solution](#)

633.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zglicz's solution](#)

634.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[zglicz's solution](#)

635.

126A

[Hot Bath](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 1900 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[zglicz's solution](#)

636.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zglicz's solution](#)

637.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[zglicz's solution](#)

638.

374C

[Inna and Dima](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[zglicz's solution](#)

639.

118C

[Fancy Number](#) · [Tutorial](#)

Quality: 2,872 global accepts · Rating: 1900 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings, strings

[zglicz's solution](#)

640.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, math

[zglicz's solution](#)

641.

342C

[Cupboard and Balloons](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 1900 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[zglicz's solution](#)

642.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[zglicz's solution](#)

643.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[zglicz's solution](#)

644.

1095F

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

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[zglicz's solution](#)

645.

549D

[Haar Features](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 1900 · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zglicz's solution](#)

646.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[zglicz's solution](#)

647.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[zglicz's solution](#)

648.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[zglicz's solution](#)

649.

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

[zglicz's solution](#)

650.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[zglicz's solution](#)

651.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[zglicz's solution](#)

652.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,698 global accepts · Rating: 1900 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[zglicz's solution](#)

653.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zglicz's solution](#)

654.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[zglicz's solution](#)

655.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,176 global accepts · Rating: 1900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[zglicz's solution](#)

656.

1353E

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

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

[zglicz's solution](#)

657.

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[zglicz's solution](#)

658.

1342D

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

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[zglicz's solution](#)

659.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: data structures, greedy

[zglicz's solution](#)

660.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: greedy

[zglicz's solution](#)

661.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[zglicz's solution](#)

662.

452D

[Washer, Dryer, Folder](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: greedy, implementation

[zglicz's solution](#)

663.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: combinatorics, dp, probabilities

[zglicz's solution](#)

664.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-14 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[zglicz's solution](#)

665.

309C

[Memory for Arrays](#) · [Tutorial](#)

Quality: 1,493 global accepts · Rating: 1900 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: binary search, bitmasks, greedy

[zglicz's solution](#)

666.

258B

[Little Elephant and Elections](#) · [Tutorial](#)

Quality: 1,604 global accepts · Rating: 1900 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: brute force, combinatorics, dp

[zglicz's solution](#)

667.

241G

[Challenging Balloons](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 1900 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: constructive algorithms

[zglicz's solution](#)

668.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[zglicz's solution](#)

669.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-24 · GNU C++ (first AC) · Tags: greedy, strings

[zglicz's solution](#)

670.

173C

[Spiral Maximum](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 1900 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: brute force, dp

[zglicz's solution](#)

671.

111B

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

Quality: 4,104 global accepts · Rating: 1900 · first AC: 2011-09-03 · GNU C++ (first AC) · Tags: binary search, data structures, number theory

[zglicz's solution](#)

672.

109B

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

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

[zglicz's solution](#)

673.

109C

[Lucky Tree](#) · [Tutorial](#)

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

[zglicz's solution](#)

674.

103C

[Russian Roulette](#) · [Tutorial](#)

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

[zglicz's solution](#)

675.

37C

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

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2011-07-18 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[zglicz's solution](#)

676.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-07-18 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[zglicz's solution](#)

677.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: combinatorics, math

[zglicz's solution](#)

678.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,076 global accepts · Rating: 1900 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: graphs, shortest paths

[zglicz's solution](#)

679.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-07-17 · GNU C++ (first AC) · Tags: games

[zglicz's solution](#)

680.

5C

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

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[zglicz's solution](#)

681.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,388 global accepts · Rating: 1900 · first AC: 2011-07-10 · GNU C++ (first AC) · Tags: shortest paths

[zglicz's solution](#)

682.

93B

[End of Exams](#) · [Tutorial](#)

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

[zglicz's solution](#)

683.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[zglicz's solution](#)

684.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-11-05 · last AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[zglicz's solution](#)

685.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[zglicz's solution](#)

686.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp

[zglicz's solution](#)

687.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zglicz's solution](#)

688.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[zglicz's solution](#)

689.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[zglicz's solution](#)

690.

1493C

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

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[zglicz's solution](#)

691.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[zglicz's solution](#)

692.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[zglicz's solution](#)

693.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[zglicz's solution](#)

694.

63E

[Sweets Game](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, games, implementation

[zglicz's solution](#)

695.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[zglicz's solution](#)

696.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[zglicz's solution](#)

697.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[zglicz's solution](#)

698.

75D

[Big Maximum Sum](#) · [Tutorial](#)

Quality: 2,052 global accepts · Rating: 2000 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, math, trees

[zglicz's solution](#)

699.

59D

[Team Arrangement](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zglicz's solution](#)

700.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[zglicz's solution](#)

701.

1190D

[Tokitsukaze and Strange Rectangle](#) · [Tutorial](#)

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[zglicz's solution](#)

702.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[zglicz's solution](#)

703.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[zglicz's solution](#)

704.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[zglicz's solution](#)

705.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[zglicz's solution](#)

706.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[zglicz's solution](#)

707.

69C

[Game](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2000 · first AC: 2022-05-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zglicz's solution](#)

708.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities

[zglicz's solution](#)

709.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: games

[zglicz's solution](#)

710.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[zglicz's solution](#)

711.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[zglicz's solution](#)

712.

34E

[Collisions](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2000 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
[zglicz's solution](#)

713.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[zglicz's solution](#)

714.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[zglicz's solution](#)

715.

1030E

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

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[zglicz's solution](#)

716.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
[zglicz's solution](#)

717.

1060E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees
[zglicz's solution](#)

718.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive
[zglicz's solution](#)

719.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
[zglicz's solution](#)

720.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[zglicz's solution](#)

721.

1624E

[Masha-forgetful](#) · [Tutorial](#)

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

[zglicz's solution](#)

722.

1624F

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

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

[zglicz's solution](#)

723.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[zglicz's solution](#)

724.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[zglicz's solution](#)

725.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zglicz's solution](#)

726.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[zglicz's solution](#)

727.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[zglicz's solution](#)

728.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[zglicz's solution](#)

729.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[zglicz's solution](#)

730.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[zglicz's solution](#)

731.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[zglicz's solution](#)

732.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zglicz's solution](#)

733.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[zglicz's solution](#)

734.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[zglicz's solution](#)

735.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[zglicz's solution](#)

736.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, dp

[zglicz's solution](#)

737.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[zglicz's solution](#)

738.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 2000 · first AC: 2021-10-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[zglicz's solution](#)

739.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2021-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[zglicz's solution](#)

740.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data

structures, dfs and similar, dp, greedy, sortings, two pointers

[zglicz's solution](#)

741.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[zglicz's solution](#)

742.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[zglicz's solution](#)

743.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zglicz's solution](#)

744.

1427C

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

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zglicz's solution](#)

745.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zglicz's solution](#)

746.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[zglicz's solution](#)

747.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[zglicz's solution](#)

748.

1359D

[Yet Another Yet Another Task](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[zglicz's solution](#)

749.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[zglicz's solution](#)

750.

1370D

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

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[zglicz's solution](#)

751.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[zglicz's solution](#)

752.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[zglicz's solution](#)

753.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[zglicz's solution](#)

754.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[zglicz's solution](#)

755.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zglicz's solution](#)

756.

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

[zglicz's solution](#)

757.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[zglicz's solution](#)

758.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[zglicz's solution](#)

759.

1345D

[Monopole Magnets](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[zglicz's solution](#)

760.

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2000 · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[zglicz's solution](#)

761.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2014-01-20 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[zglicz's solution](#)

762.

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: data structures, schedules
[zglicz's solution](#)

763.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,494 global accepts · Rating: 2000 · first AC: 2013-11-10 · GNU C++ (first AC) · Tags: binary search, dp
[zglicz's solution](#)

764.

345C

[Counting Fridays](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 2000 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special
[zglicz's solution](#)

765.

317B

[Ants](#) · [Tutorial](#)

Quality: 1,659 global accepts · Rating: 2000 · first AC: 2013-06-18 · GNU C++ (first AC) · Tags: brute force, implementation
[zglicz's solution](#)

766.

314B

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

Quality: 1,619 global accepts · Rating: 2000 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: binary search, dfs and similar, strings
[zglicz's solution](#)

767.

314C

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

Quality: 2,005 global accepts · Rating: 2000 · first AC: 2013-06-07 · GNU C++ (first AC) · Tags: data structures, dp
[zglicz's solution](#)

768.

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2013-01-20 · GNU C++ (first AC) · Tags: dp
[zglicz's solution](#)

769.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2012-12-22 · GNU C++ (first AC) · Tags: binary search, combinatorics, dp, math
[zglicz's solution](#)

770.

241C

[Mirror Box](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2000 · first AC: 2012-11-01 · GNU C++ (first AC) · Tags: geometry, implementation
[zglicz's solution](#)

771.

240D

[Merging Two Decks](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy
[zglicz's solution](#)

772.

128C

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

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

773.

126C

[E-reader Display](#) · [Tutorial](#)

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

774.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: number theory
[zglicz's solution](#)

775.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: games
[zglicz's solution](#)

776.

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2011-07-18 · GNU C++ (first AC) · Tags: dp, games, number theory
[zglicz's solution](#)

777.

2B

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

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: dp, math
[zglicz's solution](#)

778.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: dp
[zglicz's solution](#)

779.

82C

[General Mobilization](#) · [Tutorial](#)

Quality: 871 global accepts · Rating: 2000 · first AC: 2011-07-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, sortings
[zglicz's solution](#)

780.

2160E

[Rectangles](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-16 · last AC: 2025-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers
[zglicz's solution](#)

781.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[zglicz's solution](#)

782.

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

[zglicz's solution](#)

783.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[zglicz's solution](#)

784.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[zglicz's solution](#)

785.

464C

[Substitutes in Number](#) · [Tutorial](#)

Quality: 1,952 global accepts · Rating: 2100 · first AC: 2022-06-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zglicz's solution](#)

786.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[zglicz's solution](#)

787.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[zglicz's solution](#)

788.

491B

[New York Hotel](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2100 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zglicz's solution](#)

789.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2100 · first AC: 2022-06-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[zglicz's solution](#)

790.

1333D

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

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[zglicz's solution](#)

791.

1650G

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

Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[zglicz's solution](#)

792.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zglicz's solution](#)

793.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2022-06-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[zglicz's solution](#)

794.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2100 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[zglicz's solution](#)

795.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,646 global accepts · Rating: 2100 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[zglicz's solution](#)

796.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[zglicz's solution](#)

797.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer

[zglicz's solution](#)

798.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs

[zglicz's solution](#)

799.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[zglicz's solution](#)

800.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[zglicz's solution](#)

801.

748E

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

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zglicz's solution](#)

802.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[zglicz's solution](#)

803.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zglicz's solution](#)

804.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures

[zglicz's solution](#)

805.

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[zglicz's solution](#)

806.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2022-05-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, strings

[zglicz's solution](#)

807.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zglicz's solution](#)

808.

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[zglicz's solution](#)

809.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[zglicz's solution](#)

810.

1070E

[Getting Deals Done](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2100 · first AC: 2022-05-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[zglicz's solution](#)

811.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[zglicz's solution](#)

812.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zglicz's solution](#)

813.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[zglicz's solution](#)

814.

1668D

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

Quality: 2100 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[zglicz's solution](#)

815.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zglicz's solution](#)

816.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[zglicz's solution](#)

817.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[zglicz's solution](#)

818.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[zglicz's solution](#)

819.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zglicz's solution](#)

820.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[zglicz's solution](#)

821.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,429 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[zglicz's solution](#)

822.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[zglicz's solution](#)

823.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math

[zglicz's solution](#)

824.

498C

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

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, number theory

[zglicz's solution](#)

825.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2021-10-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[zglicz's solution](#)

826.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[zglicz's solution](#)

827.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[zglicz's solution](#)

828.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[zglicz's solution](#)

829.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zglicz's solution](#)

830.

1433F

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

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zglicz's solution](#)

831.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[zglicz's solution](#)

832.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[zglicz's solution](#)

833.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[zglicz's solution](#)

834.

1575L

[Longest Array Deconstruction](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 2100 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, sortings

[zglicz's solution](#)

835.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[zglicz's solution](#)

836.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[zglicz's solution](#)

837.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[zglicz's solution](#)

838.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities

[zglicz's solution](#)

839.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zglicz's solution](#)

840.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[zglicz's solution](#)

841.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[zglicz's solution](#)

842.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[zglicz's solution](#)

843.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[zglicz's solution](#)

844.

1560F2

[Nearest Beautiful Number \(hard version\) · Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[zglicz's solution](#)

845.

1547G

[How Many Paths? · Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zglicz's solution](#)

846.

796D

[Police Stations · Tutorial](#)

Quality: 7,190 global accepts · Rating: 2100 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees

[zglicz's solution](#)

847.

1360H

[Binary Median · Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[zglicz's solution](#)

848.

1354E

[Graph Coloring · Tutorial](#)

Quality: 3,732 global accepts · Rating: 2100 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[zglicz's solution](#)

849.

455C

[Civilization · Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2019-04-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[zglicz's solution](#)

850.

1154F

[Shovels Shop · Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[zglicz's solution](#)

851.

985E

[Pencils and Boxes · Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2018-05-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[zglicz's solution](#)

852.

793D

[Presents in Bankopolis · Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2017-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[zglicz's solution](#)

853.

319C

[Kalila and Dimna in the Logging Industry · Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: dp, geometry

[zglicz's solution](#)

854.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: dfs and similar, number theory, trees
[zglicz's solution](#)

855.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2013-09-15 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees
[zglicz's solution](#)

856.

309B

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

Quality: 818 global accepts · Rating: 2100 · first AC: 2013-05-17 · GNU C++ (first AC) · Tags: dp, two pointers
[zglicz's solution](#)

857.

283C

[Coin Troubles](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2100 · first AC: 2013-03-17 · GNU C++ (first AC) · Tags: dp
[zglicz's solution](#)

858.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2011-08-07 · GNU C++ (first AC) · Tags: brute force, data structures, sortings
[zglicz's solution](#)

859.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,879 global accepts · Rating: 2200 · first AC: 2021-10-19 · last AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers
[zglicz's solution](#)

860.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities
[zglicz's solution](#)

861.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[zglicz's solution](#)

862.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs
[zglicz's solution](#)

863.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2022-06-10 · last AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[zglicz's solution](#)

864.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force,

data structures, dp, dsu, greedy, math, number theory, strings, trees

[zglicz's solution](#)

865.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[zglicz's solution](#)

866.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[zglicz's solution](#)

867.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[zglicz's solution](#)

868.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[zglicz's solution](#)

869.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[zglicz's solution](#)

870.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[zglicz's solution](#)

871.

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[zglicz's solution](#)

872.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[zglicz's solution](#)

873.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[zglicz's solution](#)

874.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zglicz's solution](#)

875.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees
[zglicz's solution](#)

876.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, math
[zglicz's solution](#)

877.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[zglicz's solution](#)

878.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[zglicz's solution](#)

879.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities
[zglicz's solution](#)

880.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math
[zglicz's solution](#)

881.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[zglicz's solution](#)

882.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp
[zglicz's solution](#)

883.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[zglicz's solution](#)

884.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
[zglicz's solution](#)

885.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[zglicz's solution](#)

886.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zglicz's solution](#)

887.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[zglicz's solution](#)

888.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[zglicz's solution](#)

889.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2021-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zglicz's solution](#)

890.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[zglicz's solution](#)

891.

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[zglicz's solution](#)

892.

520E

[Pluses everywhere](#) · [Tutorial](#)

Quality: 2,087 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[zglicz's solution](#)

893.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[zglicz's solution](#)

894.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-31 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[zglicz's solution](#)

895.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[zglicz's solution](#)

896.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[zglicz's solution](#)

897.

1537E2

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

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-22 · last AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[zglicz's solution](#)

898.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[zglicz's solution](#)

899.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[zglicz's solution](#)

900.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[zglicz's solution](#)

901.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[zglicz's solution](#)

902.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, number theory, shortest paths

[zglicz's solution](#)

903.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[zglicz's solution](#)

904.

345D

[Chain Letter](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2200 · first AC: 2013-09-13 · Ada (first AC) · Tags: *special, dfs and similar, graphs

[zglicz's solution](#)

905.

316C1

[Tidying Up](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2200 · first AC: 2013-06-13 · last AC: 2013-06-13 · GNU C++ (first AC) · Tags: flows

[zglicz's solution](#)

906.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[zglicz's solution](#)

907.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[zglicz's solution](#)

908.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zglicz's solution](#)

909.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[zglicz's solution](#)

910.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[zglicz's solution](#)

911.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[zglicz's solution](#)

912.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[zglicz's solution](#)

913.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[zglicz's solution](#)

914.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[zglicz's solution](#)

915.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[zglicz's solution](#)

916.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

[zglicz's solution](#)

917.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[zglicz's solution](#)

918.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[zglicz's solution](#)

919.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zglicz's solution](#)

920.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[zglicz's solution](#)

921.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[zglicz's solution](#)

922.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[zglicz's solution](#)

923.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-10-27 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[zglicz's solution](#)

924.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zglicz's solution](#)

925.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[zglicz's solution](#)

926.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[zglicz's solution](#)

927.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[zglicz's solution](#)

928.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[zglicz's solution](#)

929.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-08-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zglicz's solution](#)

930.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[zglicz's solution](#)

931.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2014-04-27 · GNU C++ (first AC) · Tags: data structures, dp

[zglicz's solution](#)

932.

414D

[Mashmokh and Water Tanks](#) · [Tutorial](#)

Quality: 748 global accepts · Rating: 2300 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, trees, two pointers

[zglicz's solution](#)

933.

403D

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

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2014-03-16 · GNU C++ (first AC) · Tags: combinatorics, dp

[zglicz's solution](#)

934.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: data structures, math

[zglicz's solution](#)

935.

316C2

[Tidying Up](#) · [Tutorial](#)

Quality: 668 global accepts · Rating: 2300 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: flows, graph matchings

[zglicz's solution](#)

936.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: dp

[zglicz's solution](#)

937.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2013-06-12 · last AC: 2013-06-13 · GNU C++ (first AC) · Tags: brute force, dp

[zglicz's solution](#)

938.

123C

[Brackets](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2300 · first AC: 2011-11-03 · GNU C++ (first AC) · Tags: combinatorics, dp, greedy

[zglicz's solution](#)

939.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[zglicz's solution](#)

940.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-25 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs

[zglicz's solution](#)

941.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-20 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[zglicz's solution](#)

942.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[zglicz's solution](#)

943.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[zglicz's solution](#)

944.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[zglicz's solution](#)

945.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs
[zglicz's solution](#)

946.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[zglicz's solution](#)

947.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[zglicz's solution](#)

948.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[zglicz's solution](#)

949.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,551 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math
[zglicz's solution](#)

950.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[zglicz's solution](#)

951.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[zglicz's solution](#)

952.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[zglicz's solution](#)

953.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp
[zglicz's solution](#)

954.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers
[zglicz's solution](#)

955.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[zglicz's solution](#)

956.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[zglicz's solution](#)

957.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2016-05-08 · GNU C++11 (first AC) · Tags: data structures, dp
[zglicz's solution](#)

958.

673E

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2016-05-08 · last AC: 2016-05-08 · GNU C++11 (first AC) · Tags: divide and conquer, dp
[zglicz's solution](#)

959.

643C

[Levels and Regions](#) · [Tutorial](#)

Quality: 1,731 global accepts · Rating: 2400 · first AC: 2016-05-07 · GNU C++11 (first AC) · Tags: dp
[zglicz's solution](#)

960.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: dp, math
[zglicz's solution](#)

961.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2500 · first AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities
[zglicz's solution](#)

962.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[zglicz's solution](#)

963.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[zglicz's solution](#)

964.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory
[zglicz's solution](#)

965.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide

and conquer, dp
[zglicz's solution](#)

966.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
[zglicz's solution](#)

967.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[zglicz's solution](#)

968.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[zglicz's solution](#)

969.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings
[zglicz's solution](#)

970.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[zglicz's solution](#)

971.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[zglicz's solution](#)

972.

380D

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2014-01-12 · GNU C++ (first AC) · Tags: combinatorics, math
[zglicz's solution](#)

973.

314D

[Sereja and Straight Lines](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 2500 · first AC: 2013-06-13 · GNU C++ (first AC) · Tags: binary search, data structures, geometry, sortings, two pointers
[zglicz's solution](#)

974.

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2012-03-15 · GNU C++ (first AC) · Tags: brute force, dp
[zglicz's solution](#)

975.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest

paths

[zglicz's solution](#)

976.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[zglicz's solution](#)

977.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[zglicz's solution](#)

978.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[zglicz's solution](#)

979.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[zglicz's solution](#)

980.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[zglicz's solution](#)

981.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[zglicz's solution](#)

982.

1582G

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

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[zglicz's solution](#)

983.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[zglicz's solution](#)

984.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[zglicz's solution](#)

985.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zglicz's solution](#)

986.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2021-11-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu
[zglicz's solution](#)

987.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2021-11-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees
[zglicz's solution](#)

988.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
[zglicz's solution](#)

989.

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[zglicz's solution](#)

990.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[zglicz's solution](#)

991.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[zglicz's solution](#)

992.

102644I

[Count Paths Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zglicz's solution](#)

993.

102644H

[String Mood Updates](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zglicz's solution](#)

994.

102644G

[Recurrence With Square](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zglicz's solution](#)

995.

102644F

[Min Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zglicz's solution](#)

996.

102644E

[Knight Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[zglicz's solution](#)

997.

103150G

[Segmentation Fault](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

998.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

999.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

1000.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

1001.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

1002.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

1003.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

1004.

103150A

[Addition Range Queries](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

1005.

102787Z

[Trick or Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

1006.

102787Y

[Sneetches and Speeches 1](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[zglicz's solution](#)

1007.

102787B

[Pear Treap](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[zglicz's solution](#)

1008.

102787A

[Shandom Ruffle](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[zglicz's solution](#)

1009.

100113B

[Airlines - 2](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1010.

100113K

[The Merry Student Life During the Term...](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1011.

100113D

[Compression](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1012.

100113E

[Teach Yourself Pottery](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1013.

100113H

[Roman Cities](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1014.

100113F

[The Young Networker](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1015.

100113C

[Blots on Paper](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-13 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1016.

100084K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-10 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1017.

100084E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-10 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1018.

100084I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-10 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1019.

100084F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-10 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1020.

100084A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-10 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1021.

100109H

[Sultan's Pearls](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-06 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1022.

100109E

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

Rating: — · first AC: 2012-11-06 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1023.

100109G

[Database Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-06 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1024.

100109F

[Dumbbells](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-06 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1025.

100109L

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

Rating: — · first AC: 2012-11-06 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1026.

100109J

[Ternary Password](#) · [Tutorial](#)

Rating: — · first AC: 2012-11-06 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1027.

100107I

[Titan Ruins: Inaction Leads to Decay](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1028.

100107C

[Titan Ruins: Passing through Walls](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1029.

100107K

[Titan Ruins: the Infinite Power of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1030.

100107F

[Titan Ruins: Repeating Success and Failure](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1031.

100107H

[Titan Ruins: Better Late than Killed](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1032.

100107A

[Titan Ruins: Hidden Entrance](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-23 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1033.

100002H

[Heroes Of Might And Magic](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1034.

100002B

[Bricks](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1035.

100002A

[Amusing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1036.

100002C

[Cricket Field](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1037.

100002F

[Folding](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)

1038.

100002D

[Decoding Task](#) · [Tutorial](#)

Rating: — · first AC: 2012-10-16 · GNU C++ (first AC) · Tags: —

[zglicz's solution](#)