

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

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# Unique solved — zwezdinv

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

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

Filters: none

Count: 1,224

1.

2170A

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

Quality: 19,942 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [implementation](#), [math](#)

[zwezdinv's solution](#)

2.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,833 global accepts · Rating: 800 · first AC: 2025-11-19 · Python 3 (first AC) · Tags: [sortings](#), [strings](#)

[zwezdinv's solution](#)

3.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,481 global accepts · Rating: 800 · first AC: 2025-11-19 · Python 3 (first AC) · Tags: [math](#), [sortings](#)

[zwezdinv's solution](#)

4.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [sortings](#)

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5.

2152A

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

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

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6.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [math](#), [number theory](#)

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7.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,700 global accepts · Rating: 800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [brute force](#), [two pointers](#)

[zwezdinv's solution](#)

8.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [constructive algorithms](#), [greedy](#)

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9.

2120A

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

Quality: 20,330 global accepts · Rating: 800 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: [geometry](#), [math](#)

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**10.**

2071A

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

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

**11.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,694 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math  
[zwezdinv's solution](#)

**12.**

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[zwezdinv's solution](#)

**13.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,101 global accepts · Rating: 800 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force  
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**14.**

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math  
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**15.**

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
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**16.**

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory  
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**17.**

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math  
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**18.**

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math  
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**19.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
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**20.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,959 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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**21.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,256 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

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**22.**

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: sortings

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**23.**

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**24.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

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**25.**

1154A

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

Quality: 87,070 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: math

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**26.**

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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**27.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: sortings

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**28.**

1980A

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

Quality: 47,600 global accepts · Rating: 800 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

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**29.**

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,278 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**30.**

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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**31.**

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

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**32.**

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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

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**33.**

1919A

[Wallet Exchange](#) · [Tutorial](#)

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**34.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

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**35.**

1060A

[Phone Numbers](#) · [Tutorial](#)

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**36.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**37.**

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,369 global accepts · Rating: 800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[zwezdinv's solution](#)

**38.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zwezdinv's solution](#)

**39.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

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

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**40.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,013 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**41.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,267 global accepts · Rating: 800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, strings

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**42.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

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**43.**

1097A

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

Quality: 43,811 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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**44.**

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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**45.**

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

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**46.**

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[zwezdinv's solution](#)

**47.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[zwezdinv's solution](#)

**48.**

1758A

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

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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**49.**

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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**50.**

1810A

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

Quality: 21,911 global accepts · Rating: 800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

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**51.**

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**52.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,477 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[zwezdinv's solution](#)

**53.**

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math  
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**54.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: strings  
[zwezdinv's solution](#)

**55.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,026 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[zwezdinv's solution](#)

**56.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,200 global accepts · Rating: 800 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers  
[zwezdinv's solution](#)

**57.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,664 global accepts · Rating: 800 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation  
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**58.**

1791A

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

Quality: 80,631 global accepts · Rating: 800 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**59.**

1780A

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

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**60.**

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**61.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

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**62.**

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
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**63.**

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
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**64.**

1762A

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

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**65.**

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,042 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation  
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**66.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,825 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings  
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**67.**

1760B

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

Quality: 53,345 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings  
[zwezdinv's solution](#)

**68.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,947 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings  
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**69.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings  
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**70.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,626 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms  
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**71.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,104 global accepts · Rating: 800 · first AC: 2022-10-14 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
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**72.**

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,314 global accepts · Rating: 800 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: math  
[zwezdinv's solution](#)

**73.**

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  
[zwezdinv's solution](#)

**74.**

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  
[zwezdinv's solution](#)

**75.**

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,485 global accepts · Rating: 800 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
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**76.**

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[zwezdinv's solution](#)

**77.**

1743A

[Password](#) · [Tutorial](#)

Quality: 29,541 global accepts · Rating: 800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, implementation, math  
[zwezdinv's solution](#)

**78.**

1746B

[Rebellion](#) · [Tutorial](#)

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

**79.**

1746A

[Maxmina](#) · [Tutorial](#)

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

**80.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,319 global accepts · Rating: 800 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**81.**

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
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**82.**

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,410 global accepts · Rating: 800 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math  
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**83.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,178 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation  
[zwezdinv's solution](#)

**84.**

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,460 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**85.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,639 global accepts · Rating: 800 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**86.**

1714C

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

Quality: 33,426 global accepts · Rating: 800 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**87.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,779 global accepts · Rating: 800 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[zwezdinv's solution](#)

**88.**

1712A

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

Quality: 25,057 global accepts · Rating: 800 · first AC: 2022-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zwezdinv's solution](#)

**89.**

1411A

[In-game Chat](#) · [Tutorial](#)

Quality: 21,750 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation

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**90.**

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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**91.**

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,182 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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**92.**

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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**93.**

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,842 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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**94.**

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,253 global accepts · Rating: 800 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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**95.**

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,307 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**96.**

1702A

[Round Down the Price](#) · [Tutorial](#)

Quality: 38,180 global accepts · Rating: 800 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
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**97.**

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[zwezdinv's solution](#)

**98.**

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**99.**

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**100.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[zwezdinv's solution](#)

**101.**

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[zwezdinv's solution](#)

**102.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 800 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[zwezdinv's solution](#)

**103.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[zwezdinv's solution](#)

**104.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,478 global accepts · Rating: 800 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[zwezdinv's solution](#)

**105.**

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,103 global accepts · Rating: 800 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths  
[zwezdinv's solution](#)

**106.**

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,525 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**107.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,573 global accepts · Rating: 800 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**108.**

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-06-10 · last AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[zwezdinv's solution](#)

**109.**

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**110.**

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[zwezdinv's solution](#)

**111.**

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[zwezdinv's solution](#)

**112.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[zwezdinv's solution](#)

**113.**

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2022-05-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zwezdinv's solution](#)

**114.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,650 global accepts · Rating: 800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zwezdinv's solution](#)

**115.**

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**116.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zwezdinv's solution](#)

**117.**

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[zwezdinv's solution](#)

### 118.

1684B

[Z mod X = C](#) · Tutorial

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zwezdinv's solution](#)

### 119.

1681B

[Card Trick](#) · Tutorial

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zwezdinv's solution](#)

### 120.

1681A

[Game with Cards](#) · Tutorial

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[zwezdinv's solution](#)

### 121.

1674A

[Number Transformation](#) · Tutorial

Quality: 27,971 global accepts · Rating: 800 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[zwezdinv's solution](#)

### 122.

755A

[PolandBall and Hypothesis](#) · Tutorial

Quality: 19,785 global accepts · Rating: 800 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory

[zwezdinv's solution](#)

### 123.

939A

[Love Triangle](#) · Tutorial

Quality: 29,710 global accepts · Rating: 800 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[zwezdinv's solution](#)

### 124.

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

[zwezdinv's solution](#)

### 125.

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

[zwezdinv's solution](#)

### 126.

1669A

[Division?](#) · Tutorial

Quality: 88,555 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zwezdinv's solution](#)

### 127.

1669B

[Triple](#) · Tutorial

Quality: 55,551 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[zwezdinv's solution](#)

**128.**

1669C

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

Quality: 41,480 global accepts · Rating: 800 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[zwezdin's solution](#)

**129.**

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[zwezdin's solution](#)

**130.**

1660B

[Vlad and Candies](#) · [Tutorial](#)

Quality: 29,754 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: math  
[zwezdin's solution](#)

**131.**

1660A

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Quality: 39,205 global accepts · Rating: 800 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zwezdin's solution](#)

**132.**

1075A

[The King's Race](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 800 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[zwezdin's solution](#)

**133.**

1594A

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

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**134.**

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
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**135.**

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math  
[zwezdin's solution](#)

**136.**

1652B

[Prefix Removals](#) · [Tutorial](#)

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**137.**

1652A

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Rating: 800 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
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**138.**

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[zwezdin's solution](#)

**139.**

1642A

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**140.**

1635B

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**141.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[zwezdinv's solution](#)

**142.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings  
[zwezdinv's solution](#)

**143.**

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**144.**

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,022 global accepts · Rating: 800 · first AC: 2022-02-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force  
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**145.**

1634A

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**146.**

9A

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Quality: 69,682 global accepts · Rating: 800 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities  
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**147.**

1454A

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Quality: 44,064 global accepts · Rating: 800 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities  
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**148.**

1549B

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**149.**

1624A

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

Quality: 60,283 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: math  
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**150.**

1632A

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**151.**

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

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**152.**

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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**153.**

1622A

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Quality: 32,035 global accepts · Rating: 800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[zwezdinv's solution](#)

**154.**

1542A

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**155.**

1367A

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Quality: 67,711 global accepts · Rating: 800 · first AC: 2022-01-24 · PascalABC.NET (first AC) · Tags: implementation, strings

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**156.**

1629B

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**157.**

1629A

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**158.**

1616A

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**159.**

1615A

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**160.**

900A

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**161.**

1619B

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Quality: 32,948 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math  
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**162.**

1619A

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Quality: 62,827 global accepts · Rating: 800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
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**163.**

1191A

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**164.**

1047A

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**165.**

1620A

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Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation  
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**166.**

1466B

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

Quality: 23,595 global accepts · Rating: 800 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
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**167.**

1466A

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Quality: 23,208 global accepts · Rating: 800 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math  
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**168.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,765 global accepts · Rating: 800 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
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**169.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,329 global accepts · Rating: 800 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy  
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**170.**

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  
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**171.**

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

[zwezdinv's solution](#)

**172.**

1585A

[Life of a Flower](#) · [Tutorial](#)

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**173.**

1608A

[Find Array](#) · [Tutorial](#)

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**174.**

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-12-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[zwezdinv's solution](#)

**175.**

1352A

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Quality: 104,148 global accepts · Rating: 800 · first AC: 2021-12-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

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**176.**

1614A

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

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[zwezdinv's solution](#)

**177.**

1611B

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**178.**

1611A

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Quality: 33,415 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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**179.**

1520B

[Ordinary Numbers](#) · [Tutorial](#)

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**180.**

1584A

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Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

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**181.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

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**182.**

1605A

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Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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**183.**

1602A

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Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**184.**

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**185.**

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[zwezdinv's solution](#)

**186.**

1337A

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

Quality: 42,912 global accepts · Rating: 800 · first AC: 2021-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[zwezdinv's solution](#)

**187.**

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,547 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[zwezdinv's solution](#)

**188.**

1571A

[Sequence of Comparisons](#) · [Tutorial](#)

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**189.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,406 global accepts · Rating: 800 · first AC: 2021-05-03 · last AC: 2021-10-06 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings

[zwezdinv's solution](#)

**190.**

1579A

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

Quality: 42,000 global accepts · Rating: 800 · first AC: 2021-09-28 · PyPy 3 (first AC) · Tags: math, strings

[zwezdinv's solution](#)

**191.**

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · PyPy 3 (first AC) · Tags: greedy

[zwezdinv's solution](#)

**192.**

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · PyPy 3 (first AC) · Tags: implementation, strings

[zwezdinv's solution](#)

**193.**

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
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**194.**

432A

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**195.**

764A

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Quality: 17,105 global accepts · Rating: 800 · first AC: 2021-05-24 · Python 3 (first AC) · Tags: brute force, implementation, math  
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**196.**

262A

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[zwezdinv's solution](#)

**197.**

1413A

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[zwezdinv's solution](#)

**198.**

38A

[Army](#) · [Tutorial](#)

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[zwezdinv's solution](#)

**199.**

609A

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Quality: 19,427 global accepts · Rating: 800 · first AC: 2021-05-24 · Python 3 (first AC) · Tags: greedy, implementation, sortings  
[zwezdinv's solution](#)

**200.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,521 global accepts · Rating: 800 · first AC: 2021-05-24 · Python 3 (first AC) · Tags: \*special, implementation  
[zwezdinv's solution](#)

**201.**

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,954 global accepts · Rating: 800 · first AC: 2021-05-24 · Python 3 (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**202.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,606 global accepts · Rating: 800 · first AC: 2021-05-24 · Python 3 (first AC) · Tags: greedy, sortings  
[zwezdinv's solution](#)

**203.**

155A

[I love \%username\%](#) · [Tutorial](#)

Quality: 93,672 global accepts · Rating: 800 · first AC: 2021-05-24 · Python 3 (first AC) · Tags: brute force  
[zwezdinv's solution](#)

**204.**

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,462 global accepts · Rating: 800 · first AC: 2021-05-05 · Python 3 (first AC) · Tags: brute force, implementation

[zwezdinv's solution](#)

**205.**

71A

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

Quality: 503,334 global accepts · Rating: 800 · first AC: 2021-05-04 · Python 3 (first AC) · Tags: strings

[zwezdinv's solution](#)

**206.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,972 global accepts · Rating: 800 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: implementation, strings

[zwezdinv's solution](#)

**207.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,176 global accepts · Rating: 800 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: math

[zwezdinv's solution](#)

**208.**

977A

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

Quality: 217,522 global accepts · Rating: 800 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: implementation

[zwezdinv's solution](#)

**209.**

791A

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

Quality: 257,268 global accepts · Rating: 800 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: implementation

[zwezdinv's solution](#)

**210.**

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,246 global accepts · Rating: 800 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: brute force, implementation, math

[zwezdinv's solution](#)

**211.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,083 global accepts · Rating: 800 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: brute force, implementation, strings

[zwezdinv's solution](#)

**212.**

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,605 global accepts · Rating: 800 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: implementation

[zwezdinv's solution](#)

**213.**

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,029 global accepts · Rating: 800 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: implementation, strings

[zwezdinv's solution](#)

**214.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,056 global accepts · Rating: 800 · first AC: 2021-05-03 · Python 3 (first AC) · Tags: implementation

[zwezdinv's solution](#)

**215.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy, math, sortings

[zwezdinv's solution](#)

**216.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,077 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[zwezdinv's solution](#)

**217.**

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**218.**

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[zwezdinv's solution](#)

**219.**

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[zwezdinv's solution](#)

**220.**

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,080 global accepts · Rating: 900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**221.**

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[zwezdinv's solution](#)

**222.**

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,541 global accepts · Rating: 900 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

[zwezdinv's solution](#)

**223.**

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[zwezdinv's solution](#)

**224.**

653A

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

Quality: 9,182 global accepts · Rating: 900 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[zwezdinv's solution](#)

**225.**

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,075 global accepts · Rating: 900 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation

[zwezdinv's solution](#)

**226.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[zwezdinv's solution](#)

**227.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,883 global accepts · Rating: 900 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zwezdinv's solution](#)

**228.**

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  
[zwezdinv's solution](#)

**229.**

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[zwezdinv's solution](#)

**230.**

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,090 global accepts · Rating: 900 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**231.**

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,899 global accepts · Rating: 900 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[zwezdinv's solution](#)

**232.**

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[zwezdinv's solution](#)

**233.**

1705B

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

Quality: 25,452 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[zwezdinv's solution](#)

**234.**

1699B

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

Quality: 21,693 global accepts · Rating: 900 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices  
[zwezdinv's solution](#)

**235.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory  
[zwezdinv's solution](#)

**236.**

1696B

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

Quality: 36,335 global accepts · Rating: 900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**237.**

130A

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

Quality: 1,936 global accepts · Rating: 900 · first AC: 2022-06-12 · Befunge (first AC) · Tags: \*special, implementation

[zwezdinv's solution](#)

**238.**

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zwezdinv's solution](#)

**239.**

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,204 global accepts · Rating: 900 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[zwezdinv's solution](#)

**240.**

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[zwezdinv's solution](#)

**241.**

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[zwezdinv's solution](#)

**242.**

115A

[Party](#) · [Tutorial](#)

Quality: 43,360 global accepts · Rating: 900 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[zwezdinv's solution](#)

**243.**

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zwezdinv's solution](#)

**244.**

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,115 global accepts · Rating: 900 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**245.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zwezdinv's solution](#)

**246.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**247.**

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,952 global accepts · Rating: 900 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[zwezdinv's solution](#)

**248.**

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,788 global accepts · Rating: 900 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[zwezdinv's solution](#)

**249.**

1585B

[Array Eversion](#) · [Tutorial](#)

Quality: 16,137 global accepts · Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**250.**

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  
[zwezdinv's solution](#)

**251.**

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,490 global accepts · Rating: 900 · first AC: 2021-11-30 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[zwezdinv's solution](#)

**252.**

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 900 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[zwezdinv's solution](#)

**253.**

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math  
[zwezdinv's solution](#)

**254.**

1612B

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

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

**255.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[zwezdinv's solution](#)

**256.**

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,090 global accepts · Rating: 900 · first AC: 2021-11-11 · Python 3 (first AC) · Tags: \*special, implementation, interactive  
[zwezdinv's solution](#)

**257.**

1582B

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

Quality: 33,369 global accepts · Rating: 900 · first AC: 2021-10-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zwezdinv's solution](#)

**258.**

1593B

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

Quality: 40,654 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math

[zwezdinv's solution](#)

**259.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,318 global accepts · Rating: 900 · first AC: 2021-06-30 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, math

[zwezdinv's solution](#)

**260.**

2167D

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

Quality: 30,212 global accepts · Rating: 1000 · first AC: 2025-11-19 · Python 3 (first AC) · Tags: brute force, implementation, math, number theory

[zwezdinv's solution](#)

**261.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,266 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zwezdinv's solution](#)

**262.**

2144B

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

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**263.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,917 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[zwezdinv's solution](#)

**264.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,742 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[zwezdinv's solution](#)

**265.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,593 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zwezdinv's solution](#)

**266.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**267.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,479 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zwezdinv's solution](#)

**268.**

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**269.**

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: sortings  
[zwezdinv's solution](#)

**270.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[zwezdinv's solution](#)

**271.**

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**272.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math  
[zwezdinv's solution](#)

**273.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[zwezdinv's solution](#)

**274.**

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,504 global accepts · Rating: 1000 · first AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[zwezdinv's solution](#)

**275.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,277 global accepts · Rating: 1000 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings  
[zwezdinv's solution](#)

**276.**

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**277.**

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,895 global accepts · Rating: 1000 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[zwezdinv's solution](#)

**278.**

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers  
[zwezdinv's solution](#)

**279.**

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[zwezdinv's solution](#)

**280.**

1411B

[Fair Numbers](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1000 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, number theory

[zwezdinv's solution](#)

**281.**

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**282.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[zwezdinv's solution](#)

**283.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,321 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[zwezdinv's solution](#)

**284.**

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[zwezdinv's solution](#)

**285.**

1632B

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

Quality: 31,543 global accepts · Rating: 1000 · first AC: 2022-01-30 · last AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zwezdinv's solution](#)

**286.**

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[zwezdinv's solution](#)

**287.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,943 global accepts · Rating: 1000 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[zwezdinv's solution](#)

**288.**

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**289.**

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-12-05 · last AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force,

sortings

[zwezdinv's solution](#)

**290.**

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

[zwezdinv's solution](#)

**291.**

1614B

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

Quality: 29,039 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[zwezdinv's solution](#)

**292.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zwezdinv's solution](#)

**293.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zwezdinv's solution](#)

**294.**

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zwezdinv's solution](#)

**295.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zwezdinv's solution](#)

**296.**

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[zwezdinv's solution](#)

**297.**

1550B

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

Quality: 28,554 global accepts · Rating: 1000 · first AC: 2021-08-04 · PyPy 3 (first AC) · Tags: greedy, math

[zwezdinv's solution](#)

**298.**

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2021-06-27 · PyPy 3 (first AC) · Tags: implementation

[zwezdinv's solution](#)

**299.**

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2021-06-27 · Python 3 (first AC) · Tags: —

[zwezdinv's solution](#)

**300.**

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2021-06-27 · Python 3 (first AC) · Tags: greedy

[zwezdinv's solution](#)

**301.**

479A

[Expression](#) · [Tutorial](#)

Quality: 112,289 global accepts · Rating: 1000 · first AC: 2021-05-26 · Python 3 (first AC) · Tags: brute force, math

[zwezdinv's solution](#)

**302.**

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,981 global accepts · Rating: 1000 · first AC: 2021-05-26 · Python 3 (first AC) · Tags: implementation, strings

[zwezdinv's solution](#)

**303.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,272 global accepts · Rating: 1000 · first AC: 2021-05-26 · Python 3 (first AC) · Tags: math

[zwezdinv's solution](#)

**304.**

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zwezdinv's solution](#)

**305.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[zwezdinv's solution](#)

**306.**

2071B

[Perfecto](#) · [Tutorial](#)

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

[zwezdinv's solution](#)

**307.**

2063B

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

Quality: 23,195 global accepts · Rating: 1100 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[zwezdinv's solution](#)

**308.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,202 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**309.**

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[zwezdinv's solution](#)

**310.**

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**311.**

1991B

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

Quality: 18,904 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zwezdinv's solution](#)

**312.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zwezdinv's solution](#)

**313.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,419 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[zwezdinv's solution](#)

**314.**

1060B

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

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**315.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[zwezdinv's solution](#)

**316.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[zwezdinv's solution](#)

**317.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

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

[zwezdinv's solution](#)

**318.**

1862C

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

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[zwezdinv's solution](#)

**319.**

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zwezdinv's solution](#)

**320.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,620 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**321.**

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**322.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,815 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[zwezdinv's solution](#)

**323.**

1788B

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

Quality: 22,358 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[zwezdinv's solution](#)

**324.**

1791G1

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

Quality: 33,927 global accepts · Rating: 1100 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zwezdinv's solution](#)

**325.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,292 global accepts · Rating: 1100 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[zwezdinv's solution](#)

**326.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,980 global accepts · Rating: 1100 · first AC: 2023-01-26 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[zwezdinv's solution](#)

**327.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[zwezdinv's solution](#)

**328.**

1760E

[Binary Inversions](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[zwezdinv's solution](#)

**329.**

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[zwezdinv's solution](#)

**330.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,114 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory

[zwezdinv's solution](#)

**331.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,562 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[zwezdinv's solution](#)

**332.**

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,209 global accepts · Rating: 1100 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, strings  
[zwezdinv's solution](#)

**333.**

1702C

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

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy  
[zwezdinv's solution](#)

**334.**

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings  
[zwezdinv's solution](#)

**335.**

368B

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

Quality: 49,906 global accepts · Rating: 1100 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp  
[zwezdinv's solution](#)

**336.**

316A1

[Special Task](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 1100 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**337.**

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,844 global accepts · Rating: 1100 · first AC: 2022-06-03 · Kotlin 1.6 (first AC) · Tags: \*special, greedy, implementation  
[zwezdinv's solution](#)

**338.**

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings  
[zwezdinv's solution](#)

**339.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**340.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,621 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, two pointers  
[zwezdinv's solution](#)

**341.**

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math  
[zwezdinv's solution](#)

**342.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[zwezdinv's solution](#)

**343.**

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**344.**

1624C

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

Quality: 26,838 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math  
[zwezdinv's solution](#)

**345.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[zwezdinv's solution](#)

**346.**

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy  
[zwezdinv's solution](#)

**347.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[zwezdinv's solution](#)

**348.**

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings  
[zwezdinv's solution](#)

**349.**

706B

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

Quality: 84,477 global accepts · Rating: 1100 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation  
[zwezdinv's solution](#)

**350.**

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,407 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math  
[zwezdinv's solution](#)

**351.**

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[zwezdinv's solution](#)

**352.**

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,389 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers  
[zwezdinv's solution](#)

**353.**

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,335 global accepts · Rating: 1100 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**354.**

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,804 global accepts · Rating: 1100 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zwezdinv's solution](#)

**355.**

2170B

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

Quality: 14,295 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[zwezdinv's solution](#)

**356.**

2135A

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

Quality: 18,352 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[zwezdinv's solution](#)

**357.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,997 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[zwezdinv's solution](#)

**358.**

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[zwezdinv's solution](#)

**359.**

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[zwezdinv's solution](#)

**360.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,013 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[zwezdinv's solution](#)

**361.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,765 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[zwezdinv's solution](#)

**362.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,131 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: sortings, two pointers

[zwezdinv's solution](#)

**363.**

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,376 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[zwezdinv's solution](#)

**364.**

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: math  
[zwezdinv's solution](#)

**365.**

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zwezdinv's solution](#)

**366.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy  
[zwezdinv's solution](#)

**367.**

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, greedy  
[zwezdinv's solution](#)

**368.**

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[zwezdinv's solution](#)

**369.**

1097B

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

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp  
[zwezdinv's solution](#)

**370.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,109 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers  
[zwezdinv's solution](#)

**371.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings  
[zwezdinv's solution](#)

**372.**

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[zwezdinv's solution](#)

**373.**

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: games

[zwezdinv's solution](#)

**374.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,631 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[zwezdinv's solution](#)

**375.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zwezdinv's solution](#)

**376.**

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,590 global accepts · Rating: 1200 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**377.**

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[zwezdinv's solution](#)

**378.**

350A

[TL](#) · [Tutorial](#)

Quality: 17,530 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[zwezdinv's solution](#)

**379.**

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,006 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[zwezdinv's solution](#)

**380.**

459A

[Pashmak and Garden](#) · [Tutorial](#)

Quality: 36,405 global accepts · Rating: 1200 · first AC: 2022-06-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**381.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,746 global accepts · Rating: 1200 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[zwezdinv's solution](#)

**382.**

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,494 global accepts · Rating: 1200 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[zwezdinv's solution](#)

**383.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[zwezdinv's solution](#)

**384.**

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,437 global accepts · Rating: 1200 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[zwezdinv's solution](#)

**385.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[zwezdinv's solution](#)

**386.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,725 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation

[zwezdinv's solution](#)

**387.**

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[zwezdinv's solution](#)

**388.**

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[zwezdinv's solution](#)

**389.**

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,349 global accepts · Rating: 1200 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, strings

[zwezdinv's solution](#)

**390.**

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[zwezdinv's solution](#)

**391.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[zwezdinv's solution](#)

**392.**

1635C

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

Quality: 25,141 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**393.**

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, sortings

[zwezdinv's solution](#)

**394.**

1637C

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

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[zwezdinv's solution](#)

**395.**

1527B1

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

Quality: 34,408 global accepts · Rating: 1200 · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games  
[zwezdinv's solution](#)

**396.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,719 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search  
[zwezdinv's solution](#)

**397.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,336 global accepts · Rating: 1200 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: sortings  
[zwezdinv's solution](#)

**398.**

1352C

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

Quality: 69,780 global accepts · Rating: 1200 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[zwezdinv's solution](#)

**399.**

264A

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

Quality: 11,816 global accepts · Rating: 1200 · first AC: 2021-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers  
[zwezdinv's solution](#)

**400.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,028 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**401.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,203 global accepts · Rating: 1200 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, sortings  
[zwezdinv's solution](#)

**402.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-09-11 · PyPy 3 (first AC) · Tags: constructive algorithms, implementation, strings  
[zwezdinv's solution](#)

**403.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,344 global accepts · Rating: 1200 · first AC: 2021-09-11 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, dsu, graphs  
[zwezdinv's solution](#)

**404.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2021-07-12 · PyPy 3 (first AC) · Tags: greedy, implementation  
[zwezdinv's solution](#)

**405.**

1272B

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

Quality: 14,682 global accepts · Rating: 1200 · first AC: 2021-06-27 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation  
[zwezdinv's solution](#)

**406.**

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers  
[zwezdinv's solution](#)

**407.**

2152B

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

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

**408.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[zwezdinv's solution](#)

**409.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-18 · last AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[zwezdinv's solution](#)

**410.**

2129A

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

Quality: 16,654 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings  
[zwezdinv's solution](#)

**411.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation  
[zwezdinv's solution](#)

**412.**

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,456 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**413.**

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**414.**

1991C

[Absolute Zero](#) · [Tutorial](#)

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

**415.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[zwezdinv's solution](#)

**416.**

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**417.**

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,830 global accepts · Rating: 1300 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[zwezdinv's solution](#)

**418.**

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,482 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[zwezdinv's solution](#)

**419.**

653B

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

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[zwezdinv's solution](#)

**420.**

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[zwezdinv's solution](#)

**421.**

1864C

[Divisor Chain](#) · [Tutorial](#)

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

[zwezdinv's solution](#)

**422.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,843 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[zwezdinv's solution](#)

**423.**

1810C

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

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

[zwezdinv's solution](#)

**424.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[zwezdinv's solution](#)

**425.**

1775B

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

Quality: 20,739 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[zwezdinv's solution](#)

**426.**

1774C

[Ice and Fire](#) · [Tutorial](#)

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

**427.**

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation  
[zwezdinv's solution](#)

**428.**

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[zwezdinv's solution](#)

**429.**

1736C1

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

Quality: 16,531 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[zwezdinv's solution](#)

**430.**

246B

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

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[zwezdinv's solution](#)

**431.**

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,055 global accepts · Rating: 1300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[zwezdinv's solution](#)

**432.**

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 1300 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[zwezdinv's solution](#)

**433.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures  
[zwezdinv's solution](#)

**434.**

1694C

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

Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**435.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,883 global accepts · Rating: 1300 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings  
[zwezdinv's solution](#)

**436.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,119 global accepts · Rating: 1300 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[zwezdinv's solution](#)

**437.**

1668C

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

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

**438.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,994 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: math  
[zwezdinv's solution](#)

**439.**

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings  
[zwezdinv's solution](#)

**440.**

515B

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory  
[zwezdinv's solution](#)

**441.**

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force  
[zwezdinv's solution](#)

**442.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[zwezdinv's solution](#)

**443.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[zwezdinv's solution](#)

**444.**

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory  
[zwezdinv's solution](#)

**445.**

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings  
[zwezdinv's solution](#)

**446.**

1618D

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

Quality: 20,897 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[zwezdinv's solution](#)

**447.**

1585C

[Minimize Distance](#) · [Tutorial](#)

Quality: 12,821 global accepts · Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**448.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,811 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[zwezdinv's solution](#)

**449.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,888 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp  
[zwezdinv's solution](#)

**450.**

1571B

[Epic Novel](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 1300 · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[zwezdinv's solution](#)

**451.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,501 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, sortings  
[zwezdinv's solution](#)

**452.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,842 global accepts · Rating: 1300 · first AC: 2021-09-11 · PyPy 3 (first AC) · Tags: binary search, implementation, math, number theory  
[zwezdinv's solution](#)

**453.**

4C

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

Quality: 108,176 global accepts · Rating: 1300 · first AC: 2021-09-11 · PyPy 3 (first AC) · Tags: data structures, hashing, implementation  
[zwezdinv's solution](#)

**454.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,888 global accepts · Rating: 1300 · first AC: 2021-09-11 · PyPy 3 (first AC) · Tags: brute force  
[zwezdinv's solution](#)

**455.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,719 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings  
[zwezdinv's solution](#)

**456.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,229 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math  
[zwezdinv's solution](#)

**457.**

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,597 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[zwezdinv's solution](#)

**458.**

2067D

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

Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[zwezdinv's solution](#)

**459.**

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[zwezdinv's solution](#)

**460.**

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[zwezdinv's solution](#)

**461.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[zwezdinv's solution](#)

**462.**

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, trees

[zwezdinv's solution](#)

**463.**

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[zwezdinv's solution](#)

**464.**

1967B1

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

Quality: 16,059 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zwezdinv's solution](#)

**465.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[zwezdinv's solution](#)

**466.**

1919C

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

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[zwezdinv's solution](#)

**467.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**468.**

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[zwezdinv's solution](#)

**469.**

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**470.**

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zwezdinv's solution](#)

**471.**

1097C

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

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[zwezdinv's solution](#)

**472.**

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[zwezdinv's solution](#)

**473.**

1830A

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

Quality: 20,326 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[zwezdinv's solution](#)

**474.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zwezdinv's solution](#)

**475.**

1771B

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

Quality: 21,337 global accepts · Rating: 1400 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[zwezdinv's solution](#)

**476.**

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zwezdinv's solution](#)

**477.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[zwezdinv's solution](#)

**478.**

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[zwezdinv's solution](#)

**479.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 1400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zwezdinv's solution](#)

**480.**

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[zwezdinv's solution](#)

**481.**

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[zwezdinv's solution](#)

**482.**

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[zwezdinv's solution](#)

**483.**

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[zwezdinv's solution](#)

**484.**

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2022-07-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[zwezdinv's solution](#)

**485.**

1696C

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

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

[zwezdinv's solution](#)

**486.**

1282B1

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

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[zwezdinv's solution](#)

**487.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,737 global accepts · Rating: 1400 · first AC: 2022-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory  
[zwezdinv's solution](#)

**488.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2022-06-03 · Kotlin 1.6 (first AC) · Tags: brute force, greedy, implementation, strings  
[zwezdinv's solution](#)

**489.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[zwezdinv's solution](#)

**490.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy  
[zwezdinv's solution](#)

**491.**

1691C

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

Quality: 17,222 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings  
[zwezdinv's solution](#)

**492.**

1652C

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

Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[zwezdinv's solution](#)

**493.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math  
[zwezdinv's solution](#)

**494.**

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math  
[zwezdinv's solution](#)

**495.**

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings  
[zwezdinv's solution](#)

**496.**

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2022-01-30 · Python 3 (first AC) · Tags: \*special, implementation  
[zwezdinv's solution](#)

**497.**

1579D

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

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2022-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[zwezdinv's solution](#)

**498.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers  
[zwezdinv's solution](#)

**499.**

479C

[Exams](#) · [Tutorial](#)

Quality: 33,074 global accepts · Rating: 1400 · first AC: 2021-10-15 · Python 3 (first AC) · Tags: greedy, sortings  
[zwezdinv's solution](#)

**500.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,684 global accepts · Rating: 1400 · first AC: 2021-07-12 · PyPy 3 (first AC) · Tags: dp, greedy, implementation  
[zwezdinv's solution](#)

**501.**

103994I

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

Rating: 1500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**502.**

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,734 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math  
[zwezdinv's solution](#)

**503.**

2060E

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

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy  
[zwezdinv's solution](#)

**504.**

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math  
[zwezdinv's solution](#)

**505.**

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation  
[zwezdinv's solution](#)

**506.**

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: math  
[zwezdinv's solution](#)

**507.**

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[zwezdinv's solution](#)

**508.**

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,456 global accepts · Rating: 1500 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory  
[zwezdinv's solution](#)

**509.**

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**510.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[zwezdinv's solution](#)

**511.**

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[zwezdinv's solution](#)

**512.**

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings  
[zwezdinv's solution](#)

**513.**

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[zwezdinv's solution](#)

**514.**

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[zwezdinv's solution](#)

**515.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy  
[zwezdinv's solution](#)

**516.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zwezdinv's solution](#)

**517.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1500 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures  
[zwezdinv's solution](#)

**518.**

1774B

[Coloring](#) · [Tutorial](#)

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

[zwezdinv's solution](#)

**519.**

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[zwezdinv's solution](#)

**520.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[zwezdinv's solution](#)

**521.**

1732D1

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

Quality: 9,902 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[zwezdinv's solution](#)

**522.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[zwezdinv's solution](#)

**523.**

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,180 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[zwezdinv's solution](#)

**524.**

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[zwezdinv's solution](#)

**525.**

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[zwezdinv's solution](#)

**526.**

316B1

[EKG](#) · [Tutorial](#)

Quality: 1,498 global accepts · Rating: 1500 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar

[zwezdinv's solution](#)

**527.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,537 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[zwezdinv's solution](#)

**528.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[zwezdinv's solution](#)

**529.**

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[zwezdinv's solution](#)

**530.**

374B

[Inna and Nine](#) · [Tutorial](#)

Quality: 3,489 global accepts · Rating: 1500 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy

[zwezdinv's solution](#)

**531.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[zwezdinv's solution](#)

**532.**

268C

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

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[zwezdinv's solution](#)

**533.**

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zwezdinv's solution](#)

**534.**

892C

[Pride](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**535.**

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zwezdinv's solution](#)

**536.**

1631C

[And Matching](#) · [Tutorial](#)

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

[zwezdinv's solution](#)

**537.**

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-01-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[zwezdinv's solution](#)

**538.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zwezdinv's solution](#)

**539.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[zwezdinv's solution](#)

**540.**

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[zwezdinv's solution](#)

**541.**

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[zwezdinv's solution](#)

**542.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,992 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[zwezdinv's solution](#)

**543.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 1500 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[zwezdinv's solution](#)

**544.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,470 global accepts · Rating: 1500 · first AC: 2021-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[zwezdinv's solution](#)

**545.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2021-08-05 · PyPy 3 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[zwezdinv's solution](#)

**546.**

103994D

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

Rating: 1600 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**547.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,277 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[zwezdinv's solution](#)

**548.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[zwezdinv's solution](#)

**549.**

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[zwezdinv's solution](#)

**550.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[zwezdinv's solution](#)

**551.**

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[zwezdinv's solution](#)

**552.**

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[zwezdinv's solution](#)

**553.**

1862E

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

Quality: 12,785 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[zwezdinv's solution](#)

**554.**

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[zwezdinv's solution](#)

**555.**

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms

[zwezdinv's solution](#)

**556.**

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[zwezdinv's solution](#)

**557.**

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[zwezdinv's solution](#)

**558.**

1336A

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

Quality: 24,669 global accepts · Rating: 1600 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[zwezdinv's solution](#)

**559.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[zwezdinv's solution](#)

**560.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[zwezdinv's solution](#)

**561.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zwezdinv's solution](#)

**562.**

1771C

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

Quality: 11,598 global accepts · Rating: 1600 · first AC: 2022-12-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[zwezdinv's solution](#)

**563.**

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[zwezdinv's solution](#)

**564.**

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,010 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[zwezdinv's solution](#)

**565.**

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation

[zwezdinv's solution](#)

**566.**

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[zwezdinv's solution](#)

**567.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2022-08-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[zwezdinv's solution](#)

**568.**

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[zwezdinv's solution](#)

**569.**

246D

[Colorful Graph](#) · [Tutorial](#)

Quality: 10,291 global accepts · Rating: 1600 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[zwezdinv's solution](#)

**570.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[zwezdinv's solution](#)

**571.**

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

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

[zwezdinv's solution](#)

**572.**

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1600 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**573.**

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[zwezdinv's solution](#)

**574.**

1461D

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

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[zwezdinv's solution](#)

**575.**

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[zwezdinv's solution](#)

**576.**

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[zwezdinv's solution](#)

**577.**

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp

[zwezdinv's solution](#)

**578.**

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[zwezdinv's solution](#)

**579.**

68B

[Energy exchange](#) · [Tutorial](#)

Quality: 5,579 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[zwezdinv's solution](#)

**580.**

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[zwezdinv's solution](#)

**581.**

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,448 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[zwezdinv's solution](#)

**582.**

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[zwezdinv's solution](#)

**583.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[zwezdinv's solution](#)

**584.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[zwezdinv's solution](#)

**585.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[zwezdinv's solution](#)

**586.**

1526C2

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

Quality: 29,749 global accepts · Rating: 1600 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zwezdinv's solution](#)

**587.**

28B

[pSort](#) · [Tutorial](#)

Quality: 5,519 global accepts · Rating: 1600 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zwezdinv's solution](#)

**588.**

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[zwezdinv's solution](#)

**589.**

349C

[Mafia](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[zwezdinv's solution](#)

**590.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[zwezdinv's solution](#)

**591.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,110 global accepts · Rating: 1600 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[zwezdinv's solution](#)

**592.**

1527C

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

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: hashing, implementation, math

[zwezdinv's solution](#)

**593.**

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing

[zwezdinv's solution](#)

**594.**

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[zwezdinv's solution](#)

**595.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[zwezdinv's solution](#)

**596.**

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,073 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[zwezdinv's solution](#)

**597.**

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2022-01-30 · Python 3 (first AC) · Tags: \*special, implementation, number theory

[zwezdinv's solution](#)

**598.**

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[zwezdinv's solution](#)

**599.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[zwezdinv's solution](#)

**600.**

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory  
[zwezdinv's solution](#)

**601.**

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  
[zwezdinv's solution](#)

**602.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math  
[zwezdinv's solution](#)

**603.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings  
[zwezdinv's solution](#)

**604.**

2089A

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

Quality: 7,196 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
[zwezdinv's solution](#)

**605.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees  
[zwezdinv's solution](#)

**606.**

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings  
[zwezdinv's solution](#)

**607.**

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy  
[zwezdinv's solution](#)

**608.**

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,371 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees  
[zwezdinv's solution](#)

**609.**

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,083 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[zwezdinv's solution](#)

**610.**

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
[zwezdinv's solution](#)

**611.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings  
[zwezdinv's solution](#)

**612.**

1092C

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

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[zwezdinv's solution](#)

**613.**

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: math  
[zwezdinv's solution](#)

**614.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math  
[zwezdinv's solution](#)

**615.**

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings  
[zwezdinv's solution](#)

**616.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[zwezdinv's solution](#)

**617.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[zwezdinv's solution](#)

**618.**

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math  
[zwezdinv's solution](#)

**619.**

953C

[Is This a Zebra?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zwezdinv's solution](#)

**620.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[zwezdinv's solution](#)

**621.**

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math  
[zwezdinv's solution](#)

**622.**

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings  
[zwezdinv's solution](#)

**623.**

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math  
[zwezdinv's solution](#)

**624.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, ternary search  
[zwezdinv's solution](#)

**625.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation  
[zwezdinv's solution](#)

**626.**

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings  
[zwezdinv's solution](#)

**627.**

1760G

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

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs  
[zwezdinv's solution](#)

**628.**

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities  
[zwezdinv's solution](#)

**629.**

1722F

[L-shapes](#) · [Tutorial](#)

Quality: 8,015 global accepts · Rating: 1700 · first AC: 2022-08-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation  
[zwezdinv's solution](#)

**630.**

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[zwezdinv's solution](#)

### 631.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2021-12-20 · last AC: 2022-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[zwezdinv's solution](#)

### 632.

1411C

[Peaceful Rooks](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1700 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zwezdinv's solution](#)

### 633.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[zwezdinv's solution](#)

### 634.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[zwezdinv's solution](#)

### 635.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[zwezdinv's solution](#)

### 636.

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[zwezdinv's solution](#)

### 637.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[zwezdinv's solution](#)

### 638.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[zwezdinv's solution](#)

### 639.

689C

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

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[zwezdinv's solution](#)

### 640.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[zwezdinv's solution](#)

**641.**

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[zwezdinv's solution](#)

**642.**

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[zwezdinv's solution](#)

**643.**

1571E

[Fix the String](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 1700 · first AC: 2022-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, bitmasks, dp, greedy

[zwezdinv's solution](#)

**644.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[zwezdinv's solution](#)

**645.**

1075C

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

Rating: 1700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[zwezdinv's solution](#)

**646.**

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[zwezdinv's solution](#)

**647.**

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

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

[zwezdinv's solution](#)

**648.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[zwezdinv's solution](#)

**649.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,979 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[zwezdinv's solution](#)

**650.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[zwezdinv's solution](#)

**651.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[zwezdinv's solution](#)

**652.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[zwezdinv's solution](#)

**653.**

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[zwezdinv's solution](#)

**654.**

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[zwezdinv's solution](#)

**655.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[zwezdinv's solution](#)

**656.**

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, two pointers

[zwezdinv's solution](#)

**657.**

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[zwezdinv's solution](#)

**658.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[zwezdinv's solution](#)

**659.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[zwezdinv's solution](#)

**660.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,619 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[zwezdinv's solution](#)

**661.**

1509E

[Almost Sorted](#) · [Tutorial](#)

Quality: 1800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[zwezdinv's solution](#)

**662.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,312 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zwezdinv's solution](#)

**663.**

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**664.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[zwezdinv's solution](#)

**665.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zwezdinv's solution](#)

**666.**

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

[zwezdinv's solution](#)

**667.**

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

[zwezdinv's solution](#)

**668.**

1705D

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings

[zwezdinv's solution](#)

**669.**

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,945 global accepts · Rating: 1800 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, implementation

[zwezdinv's solution](#)

**670.**

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zwezdinv's solution](#)

**671.**

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[zwezdinv's solution](#)

**672.**

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[zwezdinv's solution](#)

**673.**

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[zwezdinv's solution](#)

**674.**

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[zwezdinv's solution](#)

**675.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[zwezdinv's solution](#)

**676.**

478C

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

Quality: 20,595 global accepts · Rating: 1800 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**677.**

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-06-05 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory

[zwezdinv's solution](#)

**678.**

1571D

[Sweepstake](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 1800 · first AC: 2022-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, brute force, constructive algorithms, implementation, math

[zwezdinv's solution](#)

**679.**

1571C

[Rhyme](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 1800 · first AC: 2022-06-03 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[zwezdinv's solution](#)

**680.**

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2022-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[zwezdinv's solution](#)

**681.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[zwezdinv's solution](#)

**682.**

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,029 global accepts · Rating: 1800 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[zwezdinv's solution](#)

**683.**

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2022-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[zwezdinv's solution](#)

**684.**

1505D

[Xenolith? Hippodrome?](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 1800 · first AC: 2022-01-30 · Python 3 (first AC) · Tags: \*special, number theory

[zwezdinv's solution](#)

**685.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[zwezdinv's solution](#)

**686.**

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[zwezdinv's solution](#)

**687.**

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[zwezdinv's solution](#)

**688.**

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zwezdinv's solution](#)

**689.**

2089B1

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

Quality: 3,236 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[zwezdinv's solution](#)

**690.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,658 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[zwezdinv's solution](#)

**691.**

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation  
[zwezdinv's solution](#)

**692.**

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,023 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp  
[zwezdinv's solution](#)

**693.**

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees  
[zwezdinv's solution](#)

**694.**

37C

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

Quality: 2,157 global accepts · Rating: 1900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees  
[zwezdinv's solution](#)

**695.**

1157D

[N Problems During K Days](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1900 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[zwezdinv's solution](#)

**696.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive  
[zwezdinv's solution](#)

**697.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory  
[zwezdinv's solution](#)

**698.**

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers  
[zwezdinv's solution](#)

**699.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,846 global accepts · Rating: 1900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees  
[zwezdinv's solution](#)

**700.**

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1900 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[zwezdinv's solution](#)

**701.**

1141G

[Privatization of Roads in Treeland](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, dfs and similar, graphs, greedy, trees

[zwezdinv's solution](#)

**702.**

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 1900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[zwezdinv's solution](#)

**703.**

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[zwezdinv's solution](#)

**704.**

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings

[zwezdinv's solution](#)

**705.**

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[zwezdinv's solution](#)

**706.**

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[zwezdinv's solution](#)

**707.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[zwezdinv's solution](#)

**708.**

104730E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**709.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[zwezdinv's solution](#)

**710.**

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[zwezdinv's solution](#)

**711.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[zwezdinv's solution](#)

**712.**

1866C

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

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[zwezdinv's solution](#)

**713.**

388B

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

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[zwezdinv's solution](#)

**714.**

944E

[Teodor is not a liar!](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[zwezdinv's solution](#)

**715.**

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[zwezdinv's solution](#)

**716.**

1509D

[Binary Literature](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[zwezdinv's solution](#)

**717.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[zwezdinv's solution](#)

**718.**

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[zwezdinv's solution](#)

**719.**

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[zwezdinv's solution](#)

**720.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[zwezdinv's solution](#)

**721.**

1744E2

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

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zwezdinv's solution](#)

**722.**

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[zwezdinv's solution](#)

**723.**

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees

[zwezdinv's solution](#)

**724.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2022-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[zwezdinv's solution](#)

**725.**

1702G1

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

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[zwezdinv's solution](#)

**726.**

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[zwezdinv's solution](#)

**727.**

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[zwezdinv's solution](#)

**728.**

1696D

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

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

[zwezdinv's solution](#)

**729.**

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, math

[zwezdinv's solution](#)

**730.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,901 global accepts · Rating: 1900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[zwezdinv's solution](#)

**731.**

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[zwezdinv's solution](#)

**732.**

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,596 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[zwezdinv's solution](#)

**733.**

1095F

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

Quality: 7,573 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy

[zwezdinv's solution](#)

**734.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,248 global accepts · Rating: 1900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[zwezdinv's solution](#)

**735.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2022-02-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[zwezdinv's solution](#)

**736.**

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[zwezdinv's solution](#)

**737.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[zwezdinv's solution](#)

**738.**

1588B

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

Rating: 2000 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[zwezdinv's solution](#)

**739.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,899 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[zwezdinv's solution](#)

**740.**

2063D

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

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[zwezdinv's solution](#)

**741.**

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[zwezdinv's solution](#)

**742.**

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[zwezdinv's solution](#)

**743.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zwezdinv's solution](#)

**744.**

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[zwezdinv's solution](#)

**745.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[zwezdinv's solution](#)

**746.**

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[zwezdinv's solution](#)

**747.**

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[zwezdinv's solution](#)

**748.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, interactive, math

[zwezdinv's solution](#)

**749.**

1060E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[zwezdinv's solution](#)

**750.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[zwezdinv's solution](#)

**751.**

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[zwezdinv's solution](#)

**752.**

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs  
[zwezdinv's solution](#)

**753.**

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers  
[zwezdinv's solution](#)

**754.**

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
[zwezdinv's solution](#)

**755.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers  
[zwezdinv's solution](#)

**756.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[zwezdinv's solution](#)

**757.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[zwezdinv's solution](#)

**758.**

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math  
[zwezdinv's solution](#)

**759.**

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees  
[zwezdinv's solution](#)

**760.**

1702G2

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

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · last AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees  
[zwezdinv's solution](#)

**761.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[zwezdinv's solution](#)

**762.**

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy  
[zwezdinv's solution](#)

**763.**

1165F2

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

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation  
[zwezdinv's solution](#)

**764.**

920F

[SUM and REPLACE · Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, number theory  
[zwezdinv's solution](#)

**765.**

380C

[Sereja and Brackets · Tutorial](#)

Quality: 19,780 global accepts · Rating: 2000 · first AC: 2022-06-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules  
[zwezdinv's solution](#)

**766.**

1686D

[Linguistics · Tutorial](#)

Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers  
[zwezdinv's solution](#)

**767.**

1438C

[Engineer Artem · Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows  
[zwezdinv's solution](#)

**768.**

1634D

[Finding Zero · Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math  
[zwezdinv's solution](#)

**769.**

1622D

[Shuffle · Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers  
[zwezdinv's solution](#)

**770.**

1616D

[Keep the Average High · Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[zwezdinv's solution](#)

**771.**

1613E

[Crazy Robot · Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs  
[zwezdinv's solution](#)

**772.**

1039B

[Subway Pursuit · Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, probabilities

[zwezdinv's solution](#)

**773.**

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-11-28 · last AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[zwezdinv's solution](#)

**774.**

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[zwezdinv's solution](#)

**775.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,442 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[zwezdinv's solution](#)

**776.**

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[zwezdinv's solution](#)

**777.**

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[zwezdinv's solution](#)

**778.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[zwezdinv's solution](#)

**779.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[zwezdinv's solution](#)

**780.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[zwezdinv's solution](#)

**781.**

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[zwezdinv's solution](#)

**782.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[zwezdinv's solution](#)

**783.**

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[zwezdinv's solution](#)

**784.**

1866G

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

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[zwezdinv's solution](#)

**785.**

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[zwezdinv's solution](#)

**786.**

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[zwezdinv's solution](#)

**787.**

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: \*special

[zwezdinv's solution](#)

**788.**

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[zwezdinv's solution](#)

**789.**

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[zwezdinv's solution](#)

**790.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[zwezdinv's solution](#)

**791.**

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[zwezdinv's solution](#)

**792.**

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

[zwezdinv's solution](#)

**793.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[zwezdinv's solution](#)

**794.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[zwezdinv's solution](#)

**795.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[zwezdinv's solution](#)

**796.**

1668D

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

Rating: 2100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[zwezdinv's solution](#)

**797.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,592 global accepts · Rating: 2100 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[zwezdinv's solution](#)

**798.**

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, trees

[zwezdinv's solution](#)

**799.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[zwezdinv's solution](#)

**800.**

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2022-06-09 · last AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[zwezdinv's solution](#)

**801.**

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-06-05 · Kotlin 1.4 (first AC) · Tags: greedy, math, number theory

[zwezdinv's solution](#)

**802.**

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2026-04-27 · last AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[zwezdinv's solution](#)

**803.**

2209E

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

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · last AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[zwezdinv's solution](#)

**804.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[zwezdinv's solution](#)

**805.**

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[zwezdinv's solution](#)

**806.**

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[zwezdinv's solution](#)

**807.**

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[zwezdinv's solution](#)

**808.**

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[zwezdinv's solution](#)

**809.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[zwezdinv's solution](#)

**810.**

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[zwezdinv's solution](#)

**811.**

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[zwezdinv's solution](#)

**812.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[zwezdinv's solution](#)

**813.**

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[zwezdinv's solution](#)

**814.**

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[zwezdinv's solution](#)

**815.**

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zwezdinv's solution](#)

**816.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zwezdinv's solution](#)

**817.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[zwezdinv's solution](#)

**818.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[zwezdinv's solution](#)

**819.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[zwezdinv's solution](#)

**820.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[zwezdinv's solution](#)

**821.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,044 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[zwezdinv's solution](#)

**822.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[zwezdinv's solution](#)

**823.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[zwezdinv's solution](#)

**824.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp

[zwezdinv's solution](#)

**825.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[zwezdinv's solution](#)

**826.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[zwezdinv's solution](#)

**827.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[zwezdinv's solution](#)

**828.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,878 global accepts · Rating: 2200 · first AC: 2022-07-11 · last AC: 2022-07-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[zwezdinv's solution](#)

**829.**

617E

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

Quality: 10,616 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[zwezdinv's solution](#)

**830.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2022-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[zwezdinv's solution](#)

**831.**

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[zwezdinv's solution](#)

**832.**

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[zwezdinv's solution](#)

**833.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2022-01-30 · Python 3 (first AC) · Tags: \*special, math

[zwezdinv's solution](#)

**834.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[zwezdinv's solution](#)

**835.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[zwezdinv's solution](#)

**836.**

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[zwezdinv's solution](#)

**837.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[zwezdinv's solution](#)

**838.**

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[zwezdinv's solution](#)

**839.**

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[zwezdinv's solution](#)

**840.**

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[zwezdinv's solution](#)

**841.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[zwezdinv's solution](#)

**842.**

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[zwezdinv's solution](#)

**843.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[zwezdinv's solution](#)

**844.**

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[zwezdinv's solution](#)

**845.**

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[zwezdinv's solution](#)

**846.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, math

[zwezdinv's solution](#)

**847.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zwezdinv's solution](#)

**848.**

1864F

[Exotic Queries](#) · [Tutorial](#)

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

[zwezdinv's solution](#)

**849.**

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[zwezdinv's solution](#)

**850.**

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[zwezdinv's solution](#)

**851.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[zwezdinv's solution](#)

**852.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[zwezdinv's solution](#)

**853.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2022-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[zwezdinv's solution](#)

**854.**

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[zwezdinv's solution](#)

**855.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[zwezdinv's solution](#)

**856.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,409 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[zwezdinv's solution](#)

**857.**

1699D

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

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[zwezdinv's solution](#)

**858.**

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[zwezdinv's solution](#)

**859.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[zwezdinv's solution](#)

**860.**

1482F

[Useful Edges](#) · [Tutorial](#)

Quality: 1,761 global accepts · Rating: 2400 · first AC: 2026-04-24 · last AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[zwezdinv's solution](#)

**861.**

103994C

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**862.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[zwezdinv's solution](#)

**863.**

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[zwezdinv's solution](#)

**864.**

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[zwezdinv's solution](#)

**865.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[zwezdinv's solution](#)

**866.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[zwezdinv's solution](#)

**867.**

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[zwezdinv's solution](#)

**868.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[zwezdinv's solution](#)

**869.**

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[zwezdinv's solution](#)

**870.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[zwezdinv's solution](#)

**871.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[zwezdinv's solution](#)

**872.**

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, matrices  
[zwezdinv's solution](#)

**873.**

104730C

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —  
[zwezdinv's solution](#)

**874.**

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees  
[zwezdinv's solution](#)

**875.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs  
[zwezdinv's solution](#)

**876.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees  
[zwezdinv's solution](#)

**877.**

1830C

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

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings  
[zwezdinv's solution](#)

**878.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2023-03-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs  
[zwezdinv's solution](#)

**879.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-02-14 · last AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory  
[zwezdinv's solution](#)

**880.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths  
[zwezdinv's solution](#)

**881.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory  
[zwezdinv's solution](#)

**882.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[zwezdinv's solution](#)

**883.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,840 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees  
[zwezdinv's solution](#)

**884.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2400 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings  
[zwezdinv's solution](#)

**885.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,615 global accepts · Rating: 2400 · first AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry  
[zwezdinv's solution](#)

**886.**

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dp  
[zwezdinv's solution](#)

**887.**

1668E

[Half Queen Cover](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[zwezdinv's solution](#)

**888.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2026-04-25 · last AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[zwezdinv's solution](#)

**889.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation  
[zwezdinv's solution](#)

**890.**

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[zwezdinv's solution](#)

**891.**

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2025-08-22 · last AC: 2025-08-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[zwezdinv's solution](#)

**892.**

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[zwezdinv's solution](#)

**893.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zwezdinv's solution](#)

**894.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[zwezdinv's solution](#)

**895.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graph matchings, greedy

[zwezdinv's solution](#)

**896.**

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[zwezdinv's solution](#)

**897.**

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[zwezdinv's solution](#)

**898.**

1948F

[Rare Coins](#) · [Tutorial](#)

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

[zwezdinv's solution](#)

**899.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[zwezdinv's solution](#)

**900.**

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[zwezdinv's solution](#)

**901.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-07-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[zwezdinv's solution](#)

**902.**

1509F

[Complete the MST](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, trees

[zwezdinv's solution](#)

**903.**

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[zwezdinv's solution](#)

**904.**

1809F

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

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[zwezdinv's solution](#)

**905.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[zwezdinv's solution](#)

**906.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[zwezdinv's solution](#)

**907.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-12 · last AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[zwezdinv's solution](#)

**908.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[zwezdinv's solution](#)

**909.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[zwezdinv's solution](#)

**910.**

1688F

[Sanae and Giant Robot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu

[zwezdinv's solution](#)

**911.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 780 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[zwezdinv's solution](#)

**912.**

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[zwezdinv's solution](#)

**913.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-09-19 · last AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, graphs, strings

[zwezdinv's solution](#)

**914.**

2129D

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

Quality: 951 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[zwezdinv's solution](#)

**915.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[zwezdinv's solution](#)

**916.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, number theory

[zwezdinv's solution](#)

**917.**

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[zwezdinv's solution](#)

**918.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zwezdinv's solution](#)

**919.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[zwezdinv's solution](#)

**920.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-27 · last AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[zwezdinv's solution](#)

**921.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[zwezdinv's solution](#)

**922.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[zwezdinv's solution](#)

**923.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[zwezdinv's solution](#)

**924.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[zwezdinv's solution](#)

**925.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[zwezdinv's solution](#)

**926.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[zwezdinv's solution](#)

**927.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 2700 · first AC: 2026-02-06 · last AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[zwezdinv's solution](#)

**928.**

2143F

[Increasing Xor](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 2700 · first AC: 2025-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, math

[zwezdinv's solution](#)

**929.**

2049F

[MEX OR Mania](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[zwezdinv's solution](#)

**930.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[zwezdinv's solution](#)

**931.**

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[zwezdinv's solution](#)

**932.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[zwezdinv's solution](#)

**933.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[zwezdinv's solution](#)

**934.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[zwezdinv's solution](#)

**935.**

1553G

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

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[zwezdinv's solution](#)

**936.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2026-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[zwezdinv's solution](#)

**937.**

2217H

[Closer](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2800 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[zwezdinv's solution](#)

**938.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2026-04-07 · last AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[zwezdinv's solution](#)

**939.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[zwezdinv's solution](#)

**940.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings, trees

[zwezdinv's solution](#)

**941.**

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[zwezdinv's solution](#)

**942.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[zwezdinv's solution](#)

**943.**

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[zwezdinv's solution](#)

**944.**

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[zwezdinv's solution](#)

**945.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2025-04-19 · last AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: flows

[zwezdinv's solution](#)

**946.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[zwezdinv's solution](#)

**947.**

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[zwezdinv's solution](#)

**948.**

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[zwezdinv's solution](#)

**949.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[zwezdinv's solution](#)

**950.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[zwezdinv's solution](#)

**951.**

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[zwezdinv's solution](#)

**952.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2025-12-08 · last AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[zwezdinv's solution](#)

**953.**

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings

[zwezdinv's solution](#)

**954.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[zwezdinv's solution](#)

**955.**

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[zwezdinv's solution](#)

**956.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2025-06-13 · last AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[zwezdinv's solution](#)

**957.**

2006E

[Iris's Full Binary Tree](#) · [Tutorial](#)

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[zwezdinv's solution](#)

**958.**

1588E

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

Rating: 3200 · first AC: 2025-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, two pointers

[zwezdinv's solution](#)

**959.**

759E

[Byteland coins](#) · [Tutorial](#)

Rating: 3200 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[zwezdinv's solution](#)

**960.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-06-26 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[zwezdinv's solution](#)

**961.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[zwezdinv's solution](#)

**962.**

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[zwezdinv's solution](#)

**963.**

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[zwezdinv's solution](#)

**964.**

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-07-06 · last AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, math

[zwezdinv's solution](#)

**965.**

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[zwezdinv's solution](#)

**966.**

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2025-12-14 · last AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math

[zwezdinv's solution](#)

**967.**

1753F

[Minecraft Series](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3500 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[zwezdinv's solution](#)

**968.**

1870H

[Standard Graph Problem](#) · [Tutorial](#)

Quality: 121 global accepts · Rating: 3500 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, trees

[zwezdinv's solution](#)

**969.**

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[zwezdinv's solution](#)

**970.**

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,721 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[zwezdinv's solution](#)

**971.**

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[zwezdinv's solution](#)

**972.**

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[zwezdinv's solution](#)

**973.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[zwezdinv's solution](#)

**974.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[zwezdinv's solution](#)

**975.**

2222D

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

Quality: 3,192 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[zwezdinv's solution](#)

**976.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,285 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[zwezdinv's solution](#)

**977.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,009 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[zwezdinv's solution](#)

**978.**

102154C

[Quick sort](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**979.**

102154B

[Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**980.**

102154D

[Robomathon](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**981.**

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,273 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, strings

[zwezdinv's solution](#)

**982.**

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: \*special, brute force, games, interactive

[zwezdinv's solution](#)

**983.**

106203C

[Aô5C5Q2 >D" 7Cä<C 8](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**984.**

106203K

[A,;E0d8C D5CÔBD² 2 AÔ5C\\$5D <Cä@CP](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**985.**

106203G

[Aô5C0D D >Cç #DÔ=D 4CT9](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**986.**

106203F

[A`0D QÇç 8 CD2CR :D4:C`K](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**987.**

106203E

[A`UC8D 8CÔB Aç>D,,<C @Cä2](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**988.**

106203B

[Aô8D 0C Ä8CD0 A\\$8CD5CÔ8C•](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**989.**

106203D

[A\\$5C08C#0Dò BCT>D 5CÄ0 BD5D BCT@C](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**990.**

106203I

[Aç@Cä!C`5CÄK C @C,,BDÄO](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**991.**

106203H

[B45C A0 ND"8C' MCçACô5D 8CÄ5CÔB B4MCÔACD5C•](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**992.**

106203J

[LOIS · Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**993.**

106203L

[AÄBD BC,,GCTACç8C' MCçACô5D 8CÄ5CÔB A60C4AC`8](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**994.**

106203A

[A T CD r i A C Ä 5 D B C €](#)

Rating: — · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**995.**

106158E

[Bracket Dance · Tutorial](#)

Rating: — · first AC: 2025-11-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**996.**

106158D

[Hamster Spectacle · Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**997.**

106158C

[Pleasant Paths · Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**998.**

106158B

[Magic Circle · Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**999.**

106158A

[Shustrik, Persik, and Eternal Friendship · Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1000.**

101187B

[A 2 D \\$ a C CD](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1001.**

101187C

[A 4 5 D e d 5 C K C d 8](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1002.**

101187G

[A @ D T 3 C \\$ K CD 6 C T 4 C 5 C](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1003.**

101187D

[I Q D \\$ 5 D e a C ; D o @ C ä 1 C ä B C ä 2](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1004.**

101187F

[A @ C C 1 > C @ C 7 C ä 2 C = C , , 5 D \\$ 0 C ; C , , F D °](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1005.**

101187J

[A5C8C4;CäBD²Ô8CÔBD >C\\$5D BD°](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1006.**

101187I

[AãDíG CÔKC' <C ;DÄGC,,:](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1007.**

101187K

[«A..AC;DäG ND”5CR 8C´8» CÔ0CÔ>D 8D" >D\\$2CTBCÔKC' CCD0D](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1008.**

101187A

[A1C0>D\\$KCR AC´8D\\$;C€](#)

Rating: — · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1009.**

103994H

[A 0D;5CÔ:C€](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1010.**

103994G

[Split sort · Tutorial](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1011.**

103994J

[A70Dä<CäCC4>C´LCÔ>CR 4CT@CT2Cà](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1012.**

103994K

[AÔ5D;D BC,,@D49](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1013.**

103994B

[A´QD;0iä, GD\\$5CÔ8CR CD ;Cä2C,,9](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1014.**

103994E

[B 0CÄ;D BCäOD\\$5C´LCÔKCR 4CT@CT2DÄO](#)

Rating: — · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1015.**

103428I

[Distance · Tutorial](#)

Rating: — · first AC: 2024-02-12 · last AC: 2025-10-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1016.**

106089D

[A 502 A Co @ CT ? Dô BD BC \\$ 8 D ô < C €](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1017.**

106089G

[AÄÖC=AC;C ;DÄ=D'9 XOR](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1018.**

106089F

[AD>D BCä9CÔ>CR ?D >CD>C'6CT=C,,5](#)

Rating: — · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1019.**

105846C

[Kaosar Loves Binomials · Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1020.**

105846A

[Submission is All You Need II · Tutorial](#)

Rating: — · first AC: 2025-06-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1021.**

105803B

[Paths in the Sand · Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1022.**

105803D

[Hiking · Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1023.**

105803C

[Equalizing 2 · Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1024.**

104875F

[Faster Than Light · Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1025.**

104875L

[Last Guess · Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1026.**

104875K

[Kebab Pizza · Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1027.**

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1028.**

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1029.**

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1030.**

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1031.**

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1032.**

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1033.**

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1034.**

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1035.**

105562H

[Hash Collision](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1036.**

105562C

[Connect Five](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · last AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1037.**

105562B

[Binary Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1038.**

105562M

[Mouse Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1039.**

105562F

[Flowing Fountain](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1040.**

105562K

[Kruidnoten](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1041.**

105562J

[Jib Job](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1042.**

105562L

[Limited Library](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1043.**

105562D

[Dutch Democracy](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1044.**

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1045.**

105562A

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

Rating: — · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1046.**

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1047.**

105112E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[zwezdinv's solution](#)

**1048.**

105112C

[Chair Dance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1049.**

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1050.**

105112G

[Galaxy Quest](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1051.**

105112H

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

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1052.**

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1053.**

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1054.**

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1055.**

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1056.**

104984D

[Beautiful Dices](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-04 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[zwezdinv's solution](#)

**1057.**

100703H

[A lot of work](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1058.**

100703J

[A lot of time](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1059.**

100703I

[Endeavor for perfection](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1060.**

100703K

[Word order](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1061.**

100703F

[Game of words](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1062.**

100703A

[Tea-drinking](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1063.**

100703B

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Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1064.**

100703E

[Dragons in sleeping](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1065.**

100703G

[Game of numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1066.**

100703L

[Many questions](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1067.**

100703M

[It's complicated](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1068.**

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1069.**

105270B

[Minimum MEX](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1070.**

105270A

[Short Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1071.**

104743F

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

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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**1072.**

104743B

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

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1073.**

104743A

[Make All Elements 0](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1074.**

104743C

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

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1075.**

104743D2

[Prefix XOR Problem\(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1076.**

104743D1

[Prefix XOR Problem\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1077.**

104743E

[Range Modulo Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1078.**

105187B

[Soccer](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1079.**

105187A

[Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · last AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1080.**

105187C

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1081.**

103637K

[K-ones xor](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1082.**

103637I

[Items in boxes](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1083.**

103637B

[BSUIR Open X](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1084.**

103637L

[Long integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1085.**

103637C

[Crossed out letter](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1086.**

105167J

[Just Too Much Procrastination](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1087.**

105167F

[Fraudulent Exam](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1088.**

105167E

[Erd 2Ôv-ç! urg-Ziv](#) [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1089.**

105167D

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1090.**

105167L

[Locomotive Control Center](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1091.**

105167I

[Increased Intelligence](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1092.**

105167H

[Hourly Mate](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1093.**

105167K

[Keen on Rösti](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1094.**

105167A

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

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1095.**

105167B

[Broken Polybahn](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1096.**

105167C

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

Rating: — · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1097.**

100766A

[A ZDS&CÄ0D\\$8Dt5D :C,,5 CD@D47DÄO](#)

Rating: — · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1098.**

104896D

[Air Reform](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1099.**

104896A

[Plane stretching](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1100.**

104896C

[Third grader's task](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1101.**

104896B

[Integral Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1102.**

104895A

[Good arrays](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1103.**

104895D

[Serious Business](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · last AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1104.**

104895C

[Strange sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1105.**

101319B

[Problem Halva. Gleb and Two Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1106.**

104922H

[Lunch](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1107.**

104789B

[Work, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1108.**

104789A

[Fence Painting](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1109.**

101192D

[Bulls and cows](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1110.**

101192J

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

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1111.**

101192B

[Sum-and-sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1112.**

101192G

[ReHanoi Towers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1113.**

101192C

[A lost array](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1114.**

101192H

[Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1115.**

101192A

[LIS and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1116.**

101192K

[Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1117.**

101192F

[Stone, grass and fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1118.**

101192I

[Abacaba Ltd.](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1119.**

101192E

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1120.**

103428L

[shake hands](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1121.**

100792K

[King's Rout](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1122.**

100792G

[Garden Gathering](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1123.**

100792E

[Entertainment](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1124.**

100792C

[Colder-Hotter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1125.**

100792D

[Delay Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1126.**

100792A

[Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1127.**

100792I

[Illegal or Not?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1128.**

104011C

[Clean Up!](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1129.**

104011J

[Journey in Fog](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1130.**

104011K

[Kaleidoscopic Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1131.**

104011M

[Multithreaded Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1132.**

104011D

[Day Streak](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1133.**

104011L

[Letters Q and F](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1134.**

104011H

[Halfway There](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1135.**

104011B

[Boris and Berta](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1136.**

104011A

[Anno Domini 2022](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-02 · PyPy 3 (first AC) · Tags: —

[zwezdinv's solution](#)

**1137.**

104013E

[Easy Compare-and-Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · last AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1138.**

104013L

[Lost Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1139.**

104013C

[Corrupted Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1140.**

104013N

[Nunchucks Shop](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1141.**

104013F

[Futures Market Trends](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1142.**

104013D

[Display](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1143.**

104013M

[Mind the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1144.**

104013A

[Archivist](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · PyPy 3-64 (first AC) · Tags: —

[zwezdinv's solution](#)

**1145.**

104013I

[Integer Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1146.**

104013B

[Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1147.**

103428C

[Assign or Multiply](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1148.**

104730J

[A0C0\\$0C\\$C=C D BD >C\\$0 A0CC#0](#)

Rating: — · first AC: 2023-10-28 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1149.**

102136A

[One-time passwords](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1150.**

102136C

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

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1151.**

102136F

[Sort hacking](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1152.**

102136I

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

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1153.**

102136D

[Badroadville mayoral election](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1154.**

102136K

[Slogan](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1155.**

104730A

[B4=C;C;DÄ=C O C05D =Dö](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1156.**

104730H

[A0C0000 C" ?Cä4C @Cä:](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1157.**

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1158.**

104459I

[Connected Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1159.**

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1160.**

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1161.**

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1162.**

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1163.**

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1164.**

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1165.**

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1166.**

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1167.**

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1168.**

104255A

[Stickers for BSUIR Open](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1169.**

1017132

[A704D10D\\$K C, :D41D°](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1170.**

1017131

[B4DdGd,,5CÔ8CR CD ?CT2C 5CÄ>D BC€](#)

Rating: — · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1171.**

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1172.**

1029351

[AD2CriaAD\\$0CÔ:C](#)

Rating: — · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1173.**

103631C

[A,,=D\\$5D 5D =D´5 C\\$KDT>CD=D´5](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1174.**

103631B

[Aä?D\\$8CÄ8Ct0Dd8Dò 7C :D4?Cä:](#)

Rating: — · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1175.**

103631A

[B4Cäi DD8Ct:D4;DÄBD4@D°](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1176.**

104103C

[Password Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1177.**

104103A

[Homework](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1178.**

101618A

[B 0D A6´5CD>C\\$0CÔ8CR CC 8C”AD\\$2C](#)

Rating: — · first AC: 2022-12-07 · last AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1179.**

103369A

[Frog traveler](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1180.**

103369B

[B4=C;G D\\$>Cd5CÔ8CR <C AD 8C\\$0](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1181.**

1024792

[A->D@C@D' HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1182.**

1024793

[A->D@C@D' HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1183.**

1024791

[B U@C@D' HCT=C,,5 D :Cä@CäAD\\$8](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1184.**

102651A

[The Battle of Giants](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1185.**

102396C

[Jet Trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1186.**

102396I

[Magic Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1187.**

102396G

[Weight Overflow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1188.**

102396B

[Cash Gap](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1189.**

102396H

[Checking Answers to Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1190.**

102396A

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1191.**

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special, strings

[zwezdinv's solution](#)

**1192.**

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-07-09 · C++17 (GCC 7-32) (first AC) · Tags: \*special, combinatorics, dp, math

[zwezdinv's solution](#)

**1193.**

103367H

[Add = Că5 C6CC40C08CP](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1194.**

103367D

[A48040 :CT;CTBD°](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1195.**

103367F

[B 8D\\$C ; CăGC,,ICT=C,,O](#)

Rating: — · first AC: 2022-06-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1196.**

103367E

[A0CC0=Că <CT=DĂHCR 4Că@Că3!](#)

Rating: — · first AC: 2022-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1197.**

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special, divide and conquer, implementation, math

[zwezdinv's solution](#)

**1198.**

103600I

[Two Operations](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1199.**

103664H

[B7D=C\\$IC,,:](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1200.**

103664I

[B\\$@CTCC4>C`LCÔKCR GC,,AC`0](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1201.**

103664D

[A110A5CD](#)

Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1202.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, constructive algorithms

[zwezdinv's solution](#)

**1203.**

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, math

[zwezdinv's solution](#)

**1204.**

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: \*special, expression parsing, trees

[zwezdinv's solution](#)

**1205.**

103414E

[Haiku · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1206.**

103414D

[Army of Clones · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1207.**

103414B

[Guess the Array · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1208.**

103414A

[Friendly Rooks · Tutorial](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1209.**

103369I

[B\\$0D4C00Dò 7C 4C GC](#)

Rating: — · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1210.**

103373D

[Drunk Passenger · Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1211.**

103373C

[A Sorting Problem · Tutorial](#)

Rating: — · first AC: 2022-02-22 · last AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1212.**

103373E

[Eatcoin · Tutorial](#)

Rating: — · first AC: 2022-02-22 · PyPy 3-64 (first AC) · Tags: —

[zwezdinv's solution](#)

**1213.**

103373G

[Garden Park · Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1214.**

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1215.**

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1216.**

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1217.**

103449C

[Find Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[zwezdinv's solution](#)

**1218.**

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-30 · Python 3 (first AC) · Tags: —

[zwezdinv's solution](#)

**1219.**

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1220.**

103449E

[Rubik String](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[zwezdinv's solution](#)

**1221.**

1570B

[Yellow Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-07 · Kotlin 1.4 (first AC) · Tags: \*special, math

[zwezdinv's solution](#)

**1222.**

1532D

[Teams Forming](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: — · first AC: 2021-09-18 · Kotlin 1.4 (first AC) · Tags: \*special, sortings

[zwezdinv's solution](#)

**1223.**

1532C

[Uniform String](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: — · first AC: 2021-09-18 · Kotlin 1.4 (first AC) · Tags: \*special, implementation

[zwezdinv's solution](#)

**1224.**

1532B

[Frog Jumping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: — · first AC: 2021-09-18 · Kotlin 1.4 (first AC) · Tags: \*special, math

[zwezdinv's solution](#)