



HOME TOP CATALOG CONTESTS GYM PROBLEMSET GROUPS RATING EDU API CALENDAR HELP

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#	Name			∮ ≑	ॐ ≑	Before contest Educational Codeforces Round 133 (Rated for Div. 2) 25:35:37					
1706D2	<u>Chopping Carrots (Hard Version)</u>	4	À	2400	<u>x1106</u>						
<u>1701D</u>	Permutation Restoration	4		1900	<u>x4043</u>						
<u>1701C</u>	Schedule Management binary search, greedy, implementation, two pointers	1		1400	x10624	→ Filte	er Problems				
1699E	Three Days Grace	4		2600	<u> </u>	Difficul	ty:	-			
1698E	PermutationForces II	4		2300	1220	two poi	nters ×	Add tag			
<u>1697C</u>	awoo's Favorite Problem binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers	4	☆	1400	<u>x1238</u> <u>x10235</u>		Apply				
<u>1696H</u>	Maximum Product?	1		3500	<u> </u>	→ Set	tings				
1693F	I Might Be Wrong	A 1		3400	<u> </u>	Show tags for unsolved problems					
<u>1692G</u>	2^Sort data structures, dp, sortings, two pointers	4	À	1400	<u>*</u>	Hide solved problems					
1692E	Binary Deque	4	☆	1200	4	→ Last unsolved					
	binary search, implementation, two pointers Max GEO Sum		~		<u>x12353</u>	#	Name	Last submission			
<u>1691D</u>	binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers	4 8		1800	<u>x3669</u>	<u>162C</u>	Prime factorization	166308979			
1691B	Shoe Shuffling	4	☆	1000		287B 1679B	<u>Pipeline</u> <u>Stone Age Problem</u>	166162118 164578723			
10910	constructive algorithms, greedy, implementation, two pointers	72	=	1000	<u>x16437</u>	1692H	<u>Gambling</u>	162515543			
1690E	Price Maximization	4		1500		1621C	Hidden Permutations	161157888			
	binary search, greedy, math, two pointers		-		<u>x10069</u>	<u>1671D</u>	Insert a Progression	159626774			
<u>1690D</u>	Black and White Stripe implementation, two pointers	4 8		1000	<u>x17470</u>	<u>1669D</u>	Colorful Stamp	<u>154471749</u>			
	Lex String	0 -				<u>588B</u>	<u>Duff in Love</u>	153787992			
<u>1689A</u>	brute force, greedy, implementation, sortings, two pointers	W 8		800	<u>x13725</u>	<u>1661C</u>	Water the Trees	153197939			
1604E		1.	-	2600	<u> </u>	<u>1663H</u>	<u>Cross-Language</u> <u>Program</u>	152352830			
1684F	Diverse Segments	- 1	â	2600		<u>171E</u>	MYSTERIOUS LANGUAGE	151624652			
<u>1684E</u>	MEX vs DIFF	W 8		2100	x2293	<u>101262B</u>	Vera And LCS	143069121			
1682F	MCMF?	1		2700	<u> </u>	<u>1474B</u>	<u>Different Divisors</u>	142760078			
16006	Birry Children	1 -	_		4	218C	Ice Skating	140414229			
1680C	Binary String	4/ 8		1600	<u>x6684</u>	<u>1333C</u>	Eugene and an array	140259087			
<u>1676F</u>	Longest Strike data structures, greedy, implementation, sortings, two pointers	4		1300	<u>x10517</u>						
<u>1672D</u>	Cyclic Rotation	1	À	1700	x4639						
<u>1669F</u>	Eating Candies	4		1100	x14327						
1665E	MinimizOR	4 8	À	2500	<u> </u>						
1660D	Maximum Product Strikes Back	- 1	☆	1600	.						
1659D	Reverse Sort Sum		☆	1900	<u>x5943</u>						
1656B	Subtract Operation		≈	1100	<u>x2848</u>						
	data structures, greedy, math, two pointers				<u>x14125</u>						
1646B	Quality vs Quantity	W 8	À	800	<u>x17624</u>						

2700

1641D Two Arrays

		1		
<u>1638F</u>	Two Posters	4	3200	<u> x139</u>
<u>1632D</u>	New Year Concert	A	2000	x3449
<u>1630C</u>	Paint the Middle	4	2200	x2275
<u>1630B</u>	Range and Partition	4	1800	<u>*</u> x4377
1628A	Meximum Array	4	1400	<u>x12265</u>
<u>1627E</u>	Not Escaping	1	2200	x1668
<u>1626C</u>	Monsters And Spells	A	1700	x8692
<u>1622D</u>	Shuffle	A	2000	x2998
<u>1619H</u>	Permutation and Queries	A	2400	<u> </u>
<u>1611F</u>	ATM and Students	A	1800	<u>x4500</u>
<u>1611E1</u>	Escape The Maze (easy version)	A	1700	<u>x5101</u>
<u>1610B</u>	Kalindrome Array	W	1100	x12116
<u>1609F</u>	Interesting Sections	A	2800	<u>♣ x482</u>
<u>1609C</u>	Complex Market Analysis	A	1400	<u>x7777</u>
<u>1608C</u>	Game Master data structures, dfs and similar, dp, graphs, greedy, two pointers	1	1700	<u>x4856</u>
<u>1607H</u>	Banquet Preparations 2	A	2200	<u> </u>
<u>1605E</u>	Array Equalizer	A	2400	<u>♣ x812</u>
<u>1601B</u>	Frog Traveler	A	1900	<u>x3859</u>
<u>1600E</u>	Array Game	A	1900	<u>x1362</u>
<u>1599A</u>	Weights	A	2600	<u>♣ x424</u>
<u>1598C</u>	Delete Two Elements data structures, dp, implementation, math, two pointers	A	1200	<u>x14645</u>
<u>1592E</u>	Bored Bakry	A	2400	<u>x1278</u>
<u>1588F</u>	Jumping Through the Array	A	3500	<u>♣ x133</u>
<u>1582F2</u>	Korney Korneevich and XOR (hard version)	A	2400	<u>x1203</u>
<u>1582C</u>	Grandma Capa Knits a Scarf	A	1200	<u>x11257</u>
<u>1572B</u>	Xor of 3	A	2500	<u>x1302</u>
<u>1569D</u>	Inconvenient Pairs binary search, data structures, implementation, sortings, two pointers	A	1900	<u>x3660</u>
1566D2	Seating Arrangements (hard version)	A	1600	x6789
1559D2	Mocha and Diana (Hard Version)		2500	x1997
<u>1558B</u>	<u>Up the Strip</u>	A	1900	<u>x3830</u>
<u>1556G</u>	Gates to Another World	A	3300	<u> x175</u>
<u>1555E</u>	Boring Segments	A	2100	<u>x3094</u>
<u>1553D</u>	Backspace dp, greedy, strings, two pointers	A	1500	<u>x10626</u>
<u>1550E</u>	Stringforces	A	2500	<u>x1127</u>
1550D	Excellent Arrays		2300	\$

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		A			<u>x1528</u>
<u>1548B</u>	Integers Have Friends binary search, data structures, divide and conquer, math, number theory, two pointers	A	r	1800	<u>x7279</u>
<u>1547F</u>	Array Stabilization (GCD version)	A		1900	x4238
<u>1547E</u>	Air Conditioners data structures, dp, implementation, shortest paths, sortings, two pointers	4		1500	x10825
<u>1547C</u>	Pair Programming greedy, two pointers	W		1100	x18511
<u>1539D</u>	PriceFixed binary search, greedy, implementation, sortings, two pointers	1		1600	<u>*</u> x9291
<u>1538C</u>	Number of Pairs binary search, data structures, math, two pointers	4		1300	x19956
1 <u>537E2</u>	Erase and Extend (Hard Version)	4		2200	x3941
1537E1	<u>Erase and Extend (Easy Version)</u> binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers	4		1600	<u>x9707</u>
<u>1535C</u>	<u>Unstable String</u>	4		1400	x13063
<u>1525E</u>	Assimilation IV	4		2100	x1536
<u>1519D</u>	Maximum Sum of Products brute force, dp, implementation, math, two pointers	4		1600	x11367
<u>1517E</u>	Group Photo	4		2500	<u> </u>
<u>1516D</u>	Cut	4		2100	<u>x3137</u>
<u>1515D</u>	Phoenix and Socks	4		1500	<u></u> x9577
<u>1514E</u>	Baby Ehab's Hyper Apartment	4		2700	<u> </u>
<u>1511G</u>	Chips on a Board	4		2700	<u> </u>
<u>1508A</u>	Binary Literature	4		1900	<u>x5216</u>
<u>1503D</u>	Flip the Cards	A		2600	<u> </u>
<u>1503C</u>	<u>Travelling Salesman Problem</u>	W		2200	<u>x2624</u>
1500D	Tiles for Bathroom	A		2900	<u> </u>
1500C	Matrix Sorting	A		2600	<u> </u>
<u>1497E2</u>	Square-free division (hard version)			2500	x1203
<u>1497E1</u>	Square-free division (easy version)			1700	<u>x6664</u>
1494C	1D Sokoban	W		1900	<u>*4577</u>
<u>1493E</u>	Enormous XOR	4		2600	<u> </u>
1493D	GCD of an Array	4		2100	x3822
<u>1492C</u>	<u>Maximum width</u> binary search, data structures, dp, greedy, two pointers	A		1500	<u>x12865</u>
<u>1487E</u>	Cheap Dinner	4		2000	*3673
1476G	Minimum Difference	4		3100	<u> </u>
1475D	<u>Cleaning the Phone</u>	4		1800	x7830
<u>1472E</u>	Correct Placement	4		1700	<u>x6381</u>
<u>1470E</u>	Strange Permutation	4		3200	<u> </u>
1470A	Strange Birthday Party binary search, dp, greedy, sortings, two pointers	A		1300	*17464

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	<u>1469E</u>	A Bit Similar	4		2400	<u>x1579</u>	
	<u>1469C</u>	Building a Fence	4		1600	<u>x9047</u>	
	<u>1463D</u>	<u>Pairs</u>	4		1900	<u>x3624</u>	
	1462E2	Close Tuples (hard version)	4		1700	x7128	
\leftarrow 1 2 3 4 \rightarrow							

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