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Unique solved — -Mercy-

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

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Filters: none

Count: 1,229

- 1.**
2217A
[The Equalizer](#) · [Tutorial](#)
Quality: 21,837 global accepts · Rating: 800 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[-Mercy-'s solution](#)
- 2.**
2210A
[A Simple Sequence](#) · [Tutorial](#)
Quality: 22,280 global accepts · Rating: 800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory
[-Mercy-'s solution](#)
- 3.**
2211A
[Antimedial Deletion](#) · [Tutorial](#)
Quality: 16,098 global accepts · Rating: 800 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[-Mercy-'s solution](#)
- 4.**
2209A
[Flip Flops](#) · [Tutorial](#)
Quality: 21,520 global accepts · Rating: 800 · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[-Mercy-'s solution](#)
- 5.**
2204B
[Right Maximum](#) · [Tutorial](#)
Quality: 19,561 global accepts · Rating: 800 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[-Mercy-'s solution](#)
- 6.**
2204A
[Passing the Ball](#) · [Tutorial](#)
Quality: 21,762 global accepts · Rating: 800 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[-Mercy-'s solution](#)
- 7.**
2208A
[Bingo Candies](#) · [Tutorial](#)
Quality: 20,256 global accepts · Rating: 800 · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[-Mercy-'s solution](#)
- 8.**
2207A
[1-1](#) · [Tutorial](#)
Quality: 13,693 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[-Mercy-'s solution](#)
- 9.**
2205B
[Simons and Cakes for Success](#) · [Tutorial](#)
Quality: 16,188 global accepts · Rating: 800 · first AC: 2026-03-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[-Mercy-'s solution](#)

10.

2205A

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Quality: 17,315 global accepts · Rating: 800 · first AC: 2026-03-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms
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11.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 18,009 global accepts · Rating: 800 · first AC: 2026-03-03 · C++20 (GCC 13-64) (first AC) · Tags: math
[-Mercy-'s solution](#)

12.

2202A

[Parkour Design](#) · [Tutorial](#)

Quality: 16,385 global accepts · Rating: 800 · first AC: 2026-02-27 · C++20 (GCC 13-64) (first AC) · Tags: math
[-Mercy-'s solution](#)

13.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings
[-Mercy-'s solution](#)

14.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,846 global accepts · Rating: 800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[-Mercy-'s solution](#)

15.

2188A

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

Quality: 25,919 global accepts · Rating: 800 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[-Mercy-'s solution](#)

16.

2189A

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

Quality: 24,373 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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17.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[-Mercy-'s solution](#)

18.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, number theory
[-Mercy-'s solution](#)

19.

2191A

[Array Coloring](#) · [Tutorial](#)

Quality: 27,790 global accepts · Rating: 800 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[-Mercy-'s solution](#)

20.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: games
[-Mercy-'s solution](#)

21.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force

[-Mercy-'s solution](#)

22.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-01-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[-Mercy-'s solution](#)

23.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[-Mercy-'s solution](#)

24.

2176A

[Operations with Inversions](#) · [Tutorial](#)

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[-Mercy-'s solution](#)

25.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

Quality: 23,787 global accepts · Rating: 800 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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26.

2170A

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

Quality: 19,952 global accepts · Rating: 800 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

[-Mercy-'s solution](#)

27.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[-Mercy-'s solution](#)

28.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[-Mercy-'s solution](#)

29.

2166A

[Same Difference](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[-Mercy-'s solution](#)

30.

2163A

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

Quality: 19,597 global accepts · Rating: 800 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[-Mercy-'s solution](#)

31.

2152A

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

Quality: 22,320 global accepts · Rating: 800 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[-Mercy-'s solution](#)

32.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: math

[-Mercy-'s solution](#)

33.

2156A

[Pizza Time](#) · [Tutorial](#)

Quality: 26,874 global accepts · Rating: 800 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[-Mercy-'s solution](#)

34.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,172 global accepts · Rating: 800 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[-Mercy-'s solution](#)

35.

2143A

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

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[-Mercy-'s solution](#)

36.

2153B

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

Quality: 22,592 global accepts · Rating: 800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[-Mercy-'s solution](#)

37.

2153A

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

Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[-Mercy-'s solution](#)

38.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[-Mercy-'s solution](#)

39.

2151A

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

Quality: 17,962 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[-Mercy-'s solution](#)

40.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[-Mercy-'s solution](#)

41.

2139B

[Cake Collection](#) · [Tutorial](#)

Quality: 20,831 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[-Mercy-'s solution](#)

42.

2139A

[Maple and Multiplication](#) · [Tutorial](#)

Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

43.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 800 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

44.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,566 global accepts · Rating: 800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[-Mercy-'s solution](#)

45.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[-Mercy-'s solution](#)

46.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[-Mercy-'s solution](#)

47.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[-Mercy-'s solution](#)

48.

2125A

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

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[-Mercy-'s solution](#)

49.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[-Mercy-'s solution](#)

50.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 800 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

51.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,491 global accepts · Rating: 800 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[-Mercy-'s solution](#)

52.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[-Mercy-'s solution](#)

53.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[-Mercy-'s solution](#)

54.

2118A

[Equal Subsequences](#) · [Tutorial](#)

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[-Mercy-'s solution](#)

55.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[-Mercy-'s solution](#)

56.

2120A

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

Quality: 20,331 global accepts · Rating: 800 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[-Mercy-'s solution](#)

57.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,270 global accepts · Rating: 800 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[-Mercy-'s solution](#)

58.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,377 global accepts · Rating: 800 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[-Mercy-'s solution](#)

59.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math
[-Mercy-'s solution](#)

60.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[-Mercy-'s solution](#)

61.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[-Mercy-'s solution](#)

62.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

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[-Mercy-'s solution](#)

- 63.**
2021A
[Meaning Mean](#) · [Tutorial](#)
Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings
[-Mercy-'s solution](#)
- 64.**
2002A
[Distanced Coloring](#) · [Tutorial](#)
Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[-Mercy-'s solution](#)
- 65.**
2020A
[Find Minimum Operations](#) · [Tutorial](#)
Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[-Mercy-'s solution](#)
- 66.**
2013A
[Zhan's Blender](#) · [Tutorial](#)
Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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- 67.**
2007A
[Dora's Set](#) · [Tutorial](#)
Quality: 25,272 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[-Mercy-'s solution](#)
- 68.**
1993A
[Question Marks](#) · [Tutorial](#)
Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[-Mercy-'s solution](#)
- 69.**
1997A
[Strong Password](#) · [Tutorial](#)
Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[-Mercy-'s solution](#)
- 70.**
1983A
[Array Divisibility](#) · [Tutorial](#)
Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[-Mercy-'s solution](#)
- 71.**
1989A
[Catch the Coin](#) · [Tutorial](#)
Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[-Mercy-'s solution](#)
- 72.**
1977A
[Little Nikita](#) · [Tutorial](#)
Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: math
[-Mercy-'s solution](#)
- 73.**
1974B
[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[-Mercy-'s solution](#)

74.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,925 global accepts · Rating: 800 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[-Mercy-'s solution](#)

75.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[-Mercy-'s solution](#)

76.

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers
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77.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[-Mercy-'s solution](#)

78.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[-Mercy-'s solution](#)

79.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math
[-Mercy-'s solution](#)

80.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[-Mercy-'s solution](#)

81.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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82.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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83.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[-Mercy-'s solution](#)

84.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[-Mercy-'s solution](#)

85.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,157 global accepts · Rating: 800 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[-Mercy-'s solution](#)

86.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[-Mercy-'s solution](#)

87.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: sortings
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88.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[-Mercy-'s solution](#)

89.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,376 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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90.

1898A

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

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[-Mercy-'s solution](#)

91.

1899A

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

Quality: 92,819 global accepts · Rating: 800 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[-Mercy-'s solution](#)

92.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: math
[-Mercy-'s solution](#)

93.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[-Mercy-'s solution](#)

94.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[-Mercy-'s solution](#)

95.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[-Mercy-'s solution](#)

96.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[-Mercy-'s solution](#)

97.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[-Mercy-'s solution](#)

98.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: math

[-Mercy-'s solution](#)

99.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,443 global accepts · Rating: 800 · first AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[-Mercy-'s solution](#)

100.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[-Mercy-'s solution](#)

101.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,076 global accepts · Rating: 800 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[-Mercy-'s solution](#)

102.

1844A

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103.

1834A

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104.

1836A

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105.

1847A

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106.

1842A

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107.

1845A

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108.

1831A

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109.

1821A

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110.

1818A

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111.

1823A

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112.

1802A

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113.

1804A

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114.

1789B

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115.

1789A

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1782A

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1767B

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1767A

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119.

1775A1

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120.

1783A

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121.

1768A

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122.

1779A

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1774A

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1772B

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127.

1772A

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128.

1748A

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1749A

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131.

1736A

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1735A

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1719A

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1712B

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1712A

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141.

1716B

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1708A

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1694A

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153.

1699A

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1698B

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1695A

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1697A

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1689A

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1690B

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1691A

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1686B

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1686A

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1682A

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1622A

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1680A

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1676B

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1676A

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1678B1

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1670A

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1675A

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1674B

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191.

1674A

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192.

1627A

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193.

1673A

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194.

1626A

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195.

1633B

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196.

1633A

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197.

1671A

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198.

1669C

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199.

1669B

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200.

1669A

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1668A

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202.

1634A

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203.

1638A

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1665A

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205.

1661A

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206.

1660B

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207.

1660A

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1635B

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1635A

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210.

1656A

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211.

1658B

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212.

1658A

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213.

1657B

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1657A

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1654B

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1654A

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1647A

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1651B

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1651A

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1646B

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1632A

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1631A

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1629B

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1629A

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2210B

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2140B

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1775A2

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1699B

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1696B

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1697B

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264.

1689B

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265.

1591B

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1617B

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267.

1679A

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1675B

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270.

1665B

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271.

1650B

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1642B

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273.

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274.

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2194B

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278.

2188B

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2191B

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2176B

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2145B

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282.

2156B

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2154B

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284.

2143B

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2124B

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286.

2120B

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287.

2090B

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288.

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1913B

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290.

1907B

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291.

1888B

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1894B

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293.

1859B

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294.

1858C

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295.

1844B

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296.

1834B

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1847B

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298.

1831B

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299.

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300.

1804B

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301.

1782B

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302.

1770B

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303.

1770A

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304.

1772C

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305.

1713B

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306.

1695B

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307.

1690D

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308.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[-Mercy-'s solution](#)

309.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,483 global accepts · Rating: 1000 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math
[-Mercy-'s solution](#)

310.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[-Mercy-'s solution](#)

311.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[-Mercy-'s solution](#)

312.

1674C

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

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, strings

[-Mercy-'s solution](#)

313.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[-Mercy-'s solution](#)

314.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[-Mercy-'s solution](#)

315.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,970 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-Mercy-'s solution](#)

316.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[-Mercy-'s solution](#)

317.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2022-03-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[-Mercy-'s solution](#)

318.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[-Mercy-'s solution](#)

319.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,692 global accepts · Rating: 1100 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[-Mercy-'s solution](#)

320.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[-Mercy-'s solution](#)

321.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2025-12-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[-Mercy-'s solution](#)

322.

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1100 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[-Mercy-'s solution](#)

323.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[-Mercy-'s solution](#)

324.

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[-Mercy-'s solution](#)

325.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[-Mercy-'s solution](#)

326.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory
[-Mercy-'s solution](#)

327.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1100 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[-Mercy-'s solution](#)

328.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,422 global accepts · Rating: 1100 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[-Mercy-'s solution](#)

329.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 1100 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[-Mercy-'s solution](#)

330.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[-Mercy-'s solution](#)

331.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[-Mercy-'s solution](#)

332.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[-Mercy-'s solution](#)

333.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[-Mercy-'s solution](#)

334.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[-Mercy-'s solution](#)

335.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[-Mercy-'s solution](#)

336.

1966B

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

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[-Mercy-'s solution](#)

337.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[-Mercy-'s solution](#)

338.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[-Mercy-'s solution](#)

339.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[-Mercy-'s solution](#)

340.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,544 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

341.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

342.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,882 global accepts · Rating: 1100 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[-Mercy-'s solution](#)

343.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[-Mercy-'s solution](#)

344.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,029 global accepts · Rating: 1100 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[-Mercy-'s solution](#)

345.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,593 global accepts · Rating: 1100 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

346.

1842B

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

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[-Mercy-'s solution](#)

347.

1826B

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

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[-Mercy-'s solution](#)

348.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[-Mercy-'s solution](#)

349.

1783B

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

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[-Mercy-'s solution](#)

350.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

351.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[-Mercy-'s solution](#)

352.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[-Mercy-'s solution](#)

353.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[-Mercy-'s solution](#)

354.

1708B

[Difference of GCDs](#) · [Tutorial](#)

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[-Mercy-'s solution](#)

355.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[-Mercy-'s solution](#)

356.

1686C

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

Rating: 1100 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[-Mercy-'s solution](#)

357.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[-Mercy-'s solution](#)

358.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[-Mercy-'s solution](#)

359.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[-Mercy-'s solution](#)

360.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[-Mercy-'s solution](#)

361.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,805 global accepts · Rating: 1100 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[-Mercy-'s solution](#)

362.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[-Mercy-'s solution](#)

363.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[-Mercy-'s solution](#)

364.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,783 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[-Mercy-'s solution](#)

365.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[-Mercy-'s solution](#)

366.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[-Mercy-'s solution](#)

367.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[-Mercy-'s solution](#)

368.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[-Mercy-'s solution](#)

369.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings
[-Mercy-'s solution](#)

370.

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, two pointers
[-Mercy-'s solution](#)

371.

1631B

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

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[-Mercy-'s solution](#)

372.

2210C1

[A Simple GCD Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,826 global accepts · Rating: 1200 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory
[-Mercy-'s solution](#)

373.

2202B

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

Quality: 11,154 global accepts · Rating: 1200 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[-Mercy-'s solution](#)

374.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,321 global accepts · Rating: 1200 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[-Mercy-'s solution](#)

375.

2191C

[Sorting Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2026-01-20 · C++20 (GCC 13-64) (first AC) · Tags: games
[-Mercy-'s solution](#)

376.

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[-Mercy-'s solution](#)

377.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,705 global accepts · Rating: 1200 · first AC: 2025-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[-Mercy-'s solution](#)

378.

2170B

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

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[-Mercy-'s solution](#)

379.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[-Mercy-'s solution](#)

380.

2136C

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

Rating: 1200 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[-Mercy-'s solution](#)

381.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,689 global accepts · Rating: 1200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[-Mercy-'s solution](#)

382.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,880 global accepts · Rating: 1200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[-Mercy-'s solution](#)

383.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,596 global accepts · Rating: 1200 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

384.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[-Mercy-'s solution](#)

385.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[-Mercy-'s solution](#)

386.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[-Mercy-'s solution](#)

387.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[-Mercy-'s solution](#)

388.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[-Mercy-'s solution](#)

389.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[-Mercy-'s solution](#)

390.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[-Mercy-'s solution](#)

391.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-Mercy-'s solution](#)

392.

1989B

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

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[-Mercy-'s solution](#)

393.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[-Mercy-'s solution](#)

394.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[-Mercy-'s solution](#)

395.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[-Mercy-'s solution](#)

396.

1875B

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

Rating: 1200 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[-Mercy-'s solution](#)

397.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[-Mercy-'s solution](#)

398.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[-Mercy-'s solution](#)

399.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[-Mercy-'s solution](#)

400.

1848B

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

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

[-Mercy-'s solution](#)

401.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings

[-Mercy-'s solution](#)

402.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[-Mercy-'s solution](#)

403.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[-Mercy-'s solution](#)

404.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[-Mercy-'s solution](#)

405.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[-Mercy-'s solution](#)

406.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[-Mercy-'s solution](#)

407.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[-Mercy-'s solution](#)

408.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,652 global accepts · Rating: 1200 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[-Mercy-'s solution](#)

409.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[-Mercy-'s solution](#)

410.

1679B

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

Quality: 27,439 global accepts · Rating: 1200 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[-Mercy-'s solution](#)

411.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[-Mercy-'s solution](#)

412.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

[-Mercy-'s solution](#)

413.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[-Mercy-'s solution](#)

414.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[-Mercy-'s solution](#)

415.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[-Mercy-'s solution](#)

416.

1656C

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

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[-Mercy-'s solution](#)

417.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[-Mercy-'s solution](#)

418.

1647B

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

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation
[-Mercy-'s solution](#)

419.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, implementation, sortings
[-Mercy-'s solution](#)

420.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1300 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory
[-Mercy-'s solution](#)

421.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[-Mercy-'s solution](#)

422.

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[-Mercy-'s solution](#)

423.

2202C1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2026-03-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy
[-Mercy-'s solution](#)

424.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,022 global accepts · Rating: 1300 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[-Mercy-'s solution](#)

425.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[-Mercy-'s solution](#)

426.

2188C

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

Rating: 1300 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[-Mercy-'s solution](#)

427.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,904 global accepts · Rating: 1300 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[-Mercy-'s solution](#)

428.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2025-12-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers
[-Mercy-'s solution](#)

429.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[-Mercy-'s solution](#)

430.

2170C

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

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[-Mercy-'s solution](#)

431.

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy
[-Mercy-'s solution](#)

432.

2152B

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

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: games
[-Mercy-'s solution](#)

433.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings
[-Mercy-'s solution](#)

434.

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy

[-Mercy-'s solution](#)

435.

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[-Mercy-'s solution](#)

436.

2151B

[Incremental Path](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[-Mercy-'s solution](#)

437.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[-Mercy-'s solution](#)

438.

2130C

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

Rating: 1300 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[-Mercy-'s solution](#)

439.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-Mercy-'s solution](#)

440.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[-Mercy-'s solution](#)

441.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[-Mercy-'s solution](#)

442.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,741 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[-Mercy-'s solution](#)

443.

2023A

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

Quality: 16,571 global accepts · Rating: 1300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[-Mercy-'s solution](#)

444.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,038 global accepts · Rating: 1300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[-Mercy-'s solution](#)

445.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[-Mercy-'s solution](#)

446.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[-Mercy-'s solution](#)

447.

1973B

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

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[-Mercy-'s solution](#)

448.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[-Mercy-'s solution](#)

449.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[-Mercy-'s solution](#)

450.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[-Mercy-'s solution](#)

451.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[-Mercy-'s solution](#)

452.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory

[-Mercy-'s solution](#)

453.

1890C

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

Rating: 1300 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[-Mercy-'s solution](#)

454.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[-Mercy-'s solution](#)

455.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,912 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[-Mercy-'s solution](#)

456.

1826C

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

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

[-Mercy-'s solution](#)

457.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[-Mercy-'s solution](#)

458.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[-Mercy-'s solution](#)

459.

1775B

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

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[-Mercy-'s solution](#)

460.

1768C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[-Mercy-'s solution](#)

461.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[-Mercy-'s solution](#)

462.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers

[-Mercy-'s solution](#)

463.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[-Mercy-'s solution](#)

464.

1733C

[Parity Shuffle Sorting](#) · [Tutorial](#)

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[-Mercy-'s solution](#)

465.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[-Mercy-'s solution](#)

466.

1694C

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

Rating: 1300 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-Mercy-'s solution](#)

467.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[-Mercy-'s solution](#)

468.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[-Mercy-'s solution](#)

469.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[-Mercy-'s solution](#)

470.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[-Mercy-'s solution](#)

471.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[-Mercy-'s solution](#)

472.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation, trees

[-Mercy-'s solution](#)

473.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[-Mercy-'s solution](#)

474.

1668C

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

Rating: 1300 · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[-Mercy-'s solution](#)

475.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[-Mercy-'s solution](#)

476.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, math
[-Mercy-'s solution](#)

477.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths
[-Mercy-'s solution](#)

478.

1660C

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

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[-Mercy-'s solution](#)

479.

1647C

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

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[-Mercy-'s solution](#)

480.

1650D

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

Quality: 14,718 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[-Mercy-'s solution](#)

481.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[-Mercy-'s solution](#)

482.

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive
[-Mercy-'s solution](#)

483.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs
[-Mercy-'s solution](#)

484.

2191D1

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

Rating: 1400 · first AC: 2026-01-21 · last AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[-Mercy-'s solution](#)

485.

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1400 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[-Mercy-'s solution](#)

486.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,069 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy

[-Mercy-'s solution](#)

487.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-Mercy-'s solution](#)

488.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[-Mercy-'s solution](#)

489.

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1400 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[-Mercy-'s solution](#)

490.

2154C1

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

Quality: 13,549 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[-Mercy-'s solution](#)

491.

2151C

[Incremental Stay](#) · [Tutorial](#)

Quality: 10,272 global accepts · Rating: 1400 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[-Mercy-'s solution](#)

492.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[-Mercy-'s solution](#)

493.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[-Mercy-'s solution](#)

494.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,598 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[-Mercy-'s solution](#)

495.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[-Mercy-'s solution](#)

496.

2013C

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

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[-Mercy-'s solution](#)

497.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[-Mercy-'s solution](#)

498.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[-Mercy-'s solution](#)

499.

1983C

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

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[-Mercy-'s solution](#)

500.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

501.

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[-Mercy-'s solution](#)

502.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[-Mercy-'s solution](#)

503.

1972D1

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[-Mercy-'s solution](#)

504.

1972C

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

Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings

[-Mercy-'s solution](#)

505.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[-Mercy-'s solution](#)

506.

1914E1

[Game with Marbles \(Easy Version\) · Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings
[-Mercy-'s solution](#)

507.

1875C

[Jellyfish and Green Apple · Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[-Mercy-'s solution](#)

508.

1896C

[Matching Arrays · Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[-Mercy-'s solution](#)

509.

1907D

[Jumping Through Segments · Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms
[-Mercy-'s solution](#)

510.

1901C

[Add, Divide and Floor · Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[-Mercy-'s solution](#)

511.

1888D1

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

Rating: 1400 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy
[-Mercy-'s solution](#)

512.

1888C

[You Are So Beautiful · Tutorial](#)

Rating: 1400 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[-Mercy-'s solution](#)

513.

1894C

[Anonymous Informant · Tutorial](#)

Rating: 1400 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[-Mercy-'s solution](#)

514.

1895C

[Torn Lucky Ticket · Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math
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515.

1860C

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Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy
[-Mercy-'s solution](#)

516.

1844D

[Row Major · Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[-Mercy-'s solution](#)

517.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-08 · last AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[-Mercy-'s solution](#)

518.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[-Mercy-'s solution](#)

519.

1831C

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

Rating: 1400 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[-Mercy-'s solution](#)

520.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[-Mercy-'s solution](#)

521.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[-Mercy-'s solution](#)

522.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[-Mercy-'s solution](#)

523.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[-Mercy-'s solution](#)

524.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[-Mercy-'s solution](#)

525.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[-Mercy-'s solution](#)

526.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[-Mercy-'s solution](#)

527.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation
[-Mercy-'s solution](#)

528.

1705C

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

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[-Mercy-'s solution](#)

529.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[-Mercy-'s solution](#)

530.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[-Mercy-'s solution](#)

531.

1697C

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

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[-Mercy-'s solution](#)

532.

1691C

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

Quality: 17,224 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[-Mercy-'s solution](#)

533.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers
[-Mercy-'s solution](#)

534.

1682C

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

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[-Mercy-'s solution](#)

535.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings
[-Mercy-'s solution](#)

536.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[-Mercy-'s solution](#)

537.

1670C

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

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[-Mercy-'s solution](#)

538.

1676H1

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

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[-Mercy-'s solution](#)

539.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[-Mercy-'s solution](#)

540.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[-Mercy-'s solution](#)

541.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[-Mercy-'s solution](#)

542.

1654C

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

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

[-Mercy-'s solution](#)

543.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, matrices

[-Mercy-'s solution](#)

544.

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,742 global accepts · Rating: 1500 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[-Mercy-'s solution](#)

545.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,046 global accepts · Rating: 1500 · first AC: 2026-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[-Mercy-'s solution](#)

546.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[-Mercy-'s solution](#)

547.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[-Mercy-'s solution](#)

548.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2025-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[-Mercy-'s solution](#)

549.

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,031 global accepts · Rating: 1500 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[-Mercy-'s solution](#)

550.

2153C

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

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[-Mercy-'s solution](#)

551.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[-Mercy-'s solution](#)

552.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1500 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[-Mercy-'s solution](#)

553.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[-Mercy-'s solution](#)

554.

1997D

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

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[-Mercy-'s solution](#)

555.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[-Mercy-'s solution](#)

556.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

557.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[-Mercy-'s solution](#)

558.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[-Mercy-'s solution](#)

559.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[-Mercy-'s solution](#)

560.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[-Mercy-'s solution](#)

561.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[-Mercy-'s solution](#)

562.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[-Mercy-'s solution](#)

563.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[-Mercy-'s solution](#)

564.

1842C

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

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[-Mercy-'s solution](#)

565.

1818C

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

Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[-Mercy-'s solution](#)

566.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[-Mercy-'s solution](#)

567.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[-Mercy-'s solution](#)

568.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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569.

1738C

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

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[-Mercy-'s solution](#)

570.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math

[-Mercy-'s solution](#)

571.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[-Mercy-'s solution](#)

572.

1711C

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

Rating: 1500 · first AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[-Mercy-'s solution](#)

573.

1690E

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

Quality: 16,992 global accepts · Rating: 1500 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[-Mercy-'s solution](#)

574.

1676H2

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

Quality: 13,265 global accepts · Rating: 1500 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[-Mercy-'s solution](#)

575.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, strings

[-Mercy-'s solution](#)

576.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[-Mercy-'s solution](#)

577.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[-Mercy-'s solution](#)

578.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,058 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[-Mercy-'s solution](#)

579.

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[-Mercy-'s solution](#)

580.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[-Mercy-'s solution](#)

581.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[-Mercy-'s solution](#)

582.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,818 global accepts · Rating: 1600 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[-Mercy-'s solution](#)

583.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[-Mercy-'s solution](#)

584.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[-Mercy-'s solution](#)

585.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[-Mercy-'s solution](#)

586.

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[-Mercy-'s solution](#)

587.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[-Mercy-'s solution](#)

588.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[-Mercy-'s solution](#)

589.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[-Mercy-'s solution](#)

590.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[-Mercy-'s solution](#)

591.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[-Mercy-'s solution](#)

592.

1907E

[Good Triples](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[-Mercy-'s solution](#)

593.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1600 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[-Mercy-'s solution](#)

594.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[-Mercy-'s solution](#)

595.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[-Mercy-'s solution](#)

596.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,013 global accepts · Rating: 1600 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[-Mercy-'s solution](#)

597.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[-Mercy-'s solution](#)

598.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[-Mercy-'s solution](#)

599.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[-Mercy-'s solution](#)

600.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[-Mercy-'s solution](#)

601.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-Mercy-'s solution](#)

602.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[-Mercy-'s solution](#)

603.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[-Mercy-'s solution](#)

604.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[-Mercy-'s solution](#)

605.

1698D

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

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[-Mercy-'s solution](#)

606.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,477 global accepts · Rating: 1600 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[-Mercy-'s solution](#)

607.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[-Mercy-'s solution](#)

608.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[-Mercy-'s solution](#)

609.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[-Mercy-'s solution](#)

610.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[-Mercy-'s solution](#)

611.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[-Mercy-'s solution](#)

612.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[-Mercy-'s solution](#)

613.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[-Mercy-'s solution](#)

614.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[-Mercy-'s solution](#)

615.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, two pointers

[-Mercy-'s solution](#)

616.

2205D

[Simons and Beating Peaks](#) · [Tutorial](#)

Quality: 4,924 global accepts · Rating: 1700 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[-Mercy-'s solution](#)

617.

2203D

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

Quality: 5,441 global accepts · Rating: 1700 · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[-Mercy-'s solution](#)

618.

2202D

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

Rating: 1700 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[-Mercy-'s solution](#)

619.

2202C2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2026-03-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy

[-Mercy-'s solution](#)

620.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-Mercy-'s solution](#)

621.

2163B

[Sigat Kymata](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-Mercy-'s solution](#)

622.

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[-Mercy-'s solution](#)

623.

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[-Mercy-'s solution](#)

624.

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[-Mercy-'s solution](#)

625.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[-Mercy-'s solution](#)

626.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[-Mercy-'s solution](#)

627.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[-Mercy-'s solution](#)

628.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[-Mercy-'s solution](#)

629.

2112D

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

Quality: 9,444 global accepts · Rating: 1700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[-Mercy-'s solution](#)

630.

2090D

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

Rating: 1700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[-Mercy-'s solution](#)

631.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[-Mercy-'s solution](#)

632.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[-Mercy-'s solution](#)

633.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[-Mercy-'s solution](#)

634.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[-Mercy-'s solution](#)

635.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[-Mercy-'s solution](#)

636.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[-Mercy-'s solution](#)

637.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[-Mercy-'s solution](#)

638.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[-Mercy-'s solution](#)

639.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[-Mercy-'s solution](#)

640.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1700 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[-Mercy-'s solution](#)

641.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[-Mercy-'s solution](#)

642.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, sortings

[-Mercy-'s solution](#)

643.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[-Mercy-'s solution](#)

644.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[-Mercy-'s solution](#)

645.

773A

[Success Rate](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 1700 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[-Mercy-'s solution](#)

646.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[-Mercy-'s solution](#)

647.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[-Mercy-'s solution](#)

648.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[-Mercy-'s solution](#)

649.

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[-Mercy-'s solution](#)

650.

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[-Mercy-'s solution](#)

651.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[-Mercy-'s solution](#)

652.

1772E

[Permutation Game](#) · [Tutorial](#)

Quality: 7,669 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: games

[-Mercy-'s solution](#)

653.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[-Mercy-'s solution](#)

654.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1700 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math

[-Mercy-'s solution](#)

655.

1706D1

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

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[-Mercy-'s solution](#)

656.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[-Mercy-'s solution](#)

657.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Mercy-'s solution](#)

658.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[-Mercy-'s solution](#)

659.

1700C

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

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[-Mercy-'s solution](#)

660.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[-Mercy-'s solution](#)

661.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[-Mercy-'s solution](#)

662.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[-Mercy-'s solution](#)

663.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · last AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[-Mercy-'s solution](#)

664.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Mercy-'s solution](#)

665.

1626C

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

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[-Mercy-'s solution](#)

666.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[-Mercy-'s solution](#)

667.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[-Mercy-'s solution](#)

668.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[-Mercy-'s solution](#)

669.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-04-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[-Mercy-'s solution](#)

670.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 1800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[-Mercy-'s solution](#)

671.

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[-Mercy-'s solution](#)

672.

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[-Mercy-'s solution](#)

673.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 1800 · first AC: 2026-02-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[-Mercy-'s solution](#)

674.

2188D

[Shortest Statement Ever](#) · [Tutorial](#)

Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[-Mercy-'s solution](#)

675.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,212 global accepts · Rating: 1800 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[-Mercy-'s solution](#)

676.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[-Mercy-'s solution](#)

677.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[-Mercy-'s solution](#)

678.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[-Mercy-'s solution](#)

679.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-10-21 · last AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[-Mercy-'s solution](#)

680.

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[-Mercy-'s solution](#)

681.

2139E1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[-Mercy-'s solution](#)

682.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[-Mercy-'s solution](#)

683.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[-Mercy-'s solution](#)

684.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[-Mercy-'s solution](#)

685.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[-Mercy-'s solution](#)

686.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[-Mercy-'s solution](#)

687.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[-Mercy-'s solution](#)

688.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[-Mercy-'s solution](#)

689.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-Mercy-'s solution](#)

690.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[-Mercy-'s solution](#)

691.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[-Mercy-'s solution](#)

692.

1853D

[Imbalanced Arrays](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[-Mercy-'s solution](#)

693.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-07-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[-Mercy-'s solution](#)

694.

1848C

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

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-18 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[-Mercy-'s solution](#)

695.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[-Mercy-'s solution](#)

696.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[-Mercy-'s solution](#)

697.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[-Mercy-'s solution](#)

698.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,015 global accepts · Rating: 1800 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[-Mercy-'s solution](#)

699.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[-Mercy-'s solution](#)

700.

1782D

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

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[-Mercy-'s solution](#)

701.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[-Mercy-'s solution](#)

702.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[-Mercy-'s solution](#)

703.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

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704.

333B

[Chips](#) · [Tutorial](#)

Quality: 2,762 global accepts · Rating: 1800 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-Mercy-'s solution](#)

705.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Mercy-'s solution](#)

706.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[-Mercy-'s solution](#)

707.

1713D

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Quality: 6,231 global accepts · Rating: 1800 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[-Mercy-'s solution](#)

708.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[-Mercy-'s solution](#)

709.

1705D

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710.

743D

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[-Mercy-'s solution](#)

711.

664B

[Rebus](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[-Mercy-'s solution](#)

712.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[-Mercy-'s solution](#)

713.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[-Mercy-'s solution](#)

714.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[-Mercy-'s solution](#)

715.

1674F

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[-Mercy-'s solution](#)

716.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[-Mercy-'s solution](#)

717.

2217D

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Quality: 3,350 global accepts · Rating: 1900 · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[-Mercy-'s solution](#)

718.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[-Mercy-'s solution](#)

719.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,962 global accepts · Rating: 1900 · first AC: 2026-02-03 · last AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[-Mercy-'s solution](#)

720.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[-Mercy-'s solution](#)

721.

2180C

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Quality: 6,467 global accepts · Rating: 1900 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[-Mercy-'s solution](#)

722.

2191D2

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

Rating: 1900 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[-Mercy-'s solution](#)

723.

2173D

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Quality: 3,642 global accepts · Rating: 1900 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

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724.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[-Mercy-'s solution](#)

725.

2166D

[Marble Council](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[-Mercy-'s solution](#)

726.

2156D

[Find the Last Number](#) · [Tutorial](#)

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[-Mercy-'s solution](#)

727.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[-Mercy-'s solution](#)

728.

2139D

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[-Mercy-'s solution](#)

729.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[-Mercy-'s solution](#)

730.

2130E1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, strings

[-Mercy-'s solution](#)

731.

2128E1

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

Quality: 6,545 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

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732.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[-Mercy-'s solution](#)

733.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

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734.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[-Mercy-'s solution](#)

735.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[-Mercy-'s solution](#)

736.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[-Mercy-'s solution](#)

737.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

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738.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, greedy, implementation

[-Mercy-'s solution](#)

739.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[-Mercy-'s solution](#)

740.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[-Mercy-'s solution](#)

741.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

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742.

1899G

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Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[-Mercy-'s solution](#)

743.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

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744.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

[-Mercy-'s solution](#)

745.

1888D2

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

Rating: 1900 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[-Mercy-'s solution](#)

746.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

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747.

1276B

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Quality: 5,669 global accepts · Rating: 1900 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

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748.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

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749.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

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750.

1216E1

[Numerical Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[-Mercy-'s solution](#)

751.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[-Mercy-'s solution](#)

752.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[-Mercy-'s solution](#)

753.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[-Mercy-'s solution](#)

754.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[-Mercy-'s solution](#)

755.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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756.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[-Mercy-'s solution](#)

757.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[-Mercy-'s solution](#)

758.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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759.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search

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760.

633C

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Quality: 3,376 global accepts · Rating: 1900 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

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761.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[-Mercy-'s solution](#)

762.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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763.

2202E

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

Rating: 2000 · first AC: 2026-03-06 · last AC: 2026-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

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764.

2194E

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Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, implementation

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765.

2178E

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Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

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766.

2158D

[Palindrome Flipping](#) · [Tutorial](#)

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[-Mercy-'s solution](#)

767.

2166E

[Binary Wine](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, math

[-Mercy-'s solution](#)

768.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[-Mercy-'s solution](#)

769.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

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770.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[-Mercy-'s solution](#)

771.

2139E2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[-Mercy-'s solution](#)

772.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[-Mercy-'s solution](#)

773.

2130E2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive, strings

[-Mercy-'s solution](#)

774.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[-Mercy-'s solution](#)

775.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[-Mercy-'s solution](#)

776.

1944D

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

Rating: 2000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, strings

[-Mercy-'s solution](#)

777.

659F

[Polycarp and Hay](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings

[-Mercy-'s solution](#)

778.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[-Mercy-'s solution](#)

779.

1894E

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

Rating: 2000 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[-Mercy-'s solution](#)

780.

1890E1

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

Rating: 2000 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[-Mercy-'s solution](#)

781.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2023-07-06 · last AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[-Mercy-'s solution](#)

782.

1831D

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, math

[-Mercy-'s solution](#)

783.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[-Mercy-'s solution](#)

784.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[-Mercy-'s solution](#)

785.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[-Mercy-'s solution](#)

786.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-31 · last AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[-Mercy-'s solution](#)

787.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[-Mercy-'s solution](#)

788.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[-Mercy-'s solution](#)

789.

1772F

[Copy of a Copy of a Copy](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2000 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, implementation, sortings

[-Mercy-'s solution](#)

790.

163B

[Lemmings](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2022-11-22 · last AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[-Mercy-'s solution](#)

791.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[-Mercy-'s solution](#)

792.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[-Mercy-'s solution](#)

793.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Mercy-'s solution](#)

794.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[-Mercy-'s solution](#)

795.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[-Mercy-'s solution](#)

796.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[-Mercy-'s solution](#)

797.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[-Mercy-'s solution](#)

798.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[-Mercy-'s solution](#)

799.

261C

[Maxim and Matrix](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[-Mercy-'s solution](#)

800.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Mercy-'s solution](#)

801.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[-Mercy-'s solution](#)

802.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[-Mercy-'s solution](#)

803.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[-Mercy-'s solution](#)

804.

1619G

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

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[-Mercy-'s solution](#)

805.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[-Mercy-'s solution](#)

806.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[-Mercy-'s solution](#)

807.

2210D

[A Simple RBS Problem](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2100 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings, trees

[-Mercy-'s solution](#)

808.

2210C2

[A Simple GCD Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2100 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[-Mercy-'s solution](#)

809.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[-Mercy-'s solution](#)

810.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,083 global accepts · Rating: 2100 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[-Mercy-'s solution](#)

811.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[-Mercy-'s solution](#)

812.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[-Mercy-'s solution](#)

813.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[-Mercy-'s solution](#)

814.

2170E

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

Quality: 2,319 global accepts · Rating: 2100 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[-Mercy-'s solution](#)

815.

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[-Mercy-'s solution](#)

816.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[-Mercy-'s solution](#)

817.

2151E

[Limited Edition Shop](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, games, greedy

[-Mercy-'s solution](#)

818.

2136F1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive

[-Mercy-'s solution](#)

819.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[-Mercy-'s solution](#)

820.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[-Mercy-'s solution](#)

821.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[-Mercy-'s solution](#)

822.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[-Mercy-'s solution](#)

823.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
[-Mercy-'s solution](#)

824.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
[-Mercy-'s solution](#)

825.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[-Mercy-'s solution](#)

826.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[-Mercy-'s solution](#)

827.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices
[-Mercy-'s solution](#)

828.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings
[-Mercy-'s solution](#)

829.

313D

[Ilya and Roads](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2100 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp
[-Mercy-'s solution](#)

830.

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,744 global accepts · Rating: 2100 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[-Mercy-'s solution](#)

831.

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[-Mercy-'s solution](#)

832.

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[-Mercy-'s solution](#)

833.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[-Mercy-'s solution](#)

834.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[-Mercy-'s solution](#)

835.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation

[-Mercy-'s solution](#)

836.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,117 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[-Mercy-'s solution](#)

837.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[-Mercy-'s solution](#)

838.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[-Mercy-'s solution](#)

839.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[-Mercy-'s solution](#)

840.

340B

[Maximal Area Quadrilateral](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2100 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[-Mercy-'s solution](#)

841.

268E

[Playlist](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 2100 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities, sortings

[-Mercy-'s solution](#)

842.

2208D2

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

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[-Mercy-'s solution](#)

843.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[-Mercy-'s solution](#)

844.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,945 global accepts · Rating: 2200 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[-Mercy-'s solution](#)

845.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[-Mercy-'s solution](#)

846.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,683 global accepts · Rating: 2200 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[-Mercy-'s solution](#)

847.

2156F1

[Strange Operation \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,619 global accepts · Rating: 2200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[-Mercy-'s solution](#)

848.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[-Mercy-'s solution](#)

849.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[-Mercy-'s solution](#)

850.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[-Mercy-'s solution](#)

851.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[-Mercy-'s solution](#)

852.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[-Mercy-'s solution](#)

853.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[-Mercy-'s solution](#)

854.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[-Mercy-'s solution](#)

855.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[-Mercy-'s solution](#)

856.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[-Mercy-'s solution](#)

857.

1972D2

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

Rating: 2200 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[-Mercy-'s solution](#)

858.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[-Mercy-'s solution](#)

859.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[-Mercy-'s solution](#)

860.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[-Mercy-'s solution](#)

861.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[-Mercy-'s solution](#)

862.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[-Mercy-'s solution](#)

863.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[-Mercy-'s solution](#)

864.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[-Mercy-'s solution](#)

865.

404E

[Maze 1D](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2200 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation

[-Mercy-'s solution](#)

866.

526D

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

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[-Mercy-'s solution](#)

867.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[-Mercy-'s solution](#)

868.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[-Mercy-'s solution](#)

869.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[-Mercy-'s solution](#)

870.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search

[-Mercy-'s solution](#)

871.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[-Mercy-'s solution](#)

872.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[-Mercy-'s solution](#)

873.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[-Mercy-'s solution](#)

874.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[-Mercy-'s solution](#)

875.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[-Mercy-'s solution](#)

876.

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[-Mercy-'s solution](#)

877.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[-Mercy-'s solution](#)

878.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[-Mercy-'s solution](#)

879.

1737D

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

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-10 · last AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[-Mercy-'s solution](#)

880.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[-Mercy-'s solution](#)

881.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2200 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[-Mercy-'s solution](#)

882.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[-Mercy-'s solution](#)

883.

2191E

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

Rating: 2300 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: interactive, two pointers

[-Mercy-'s solution](#)

884.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[-Mercy-'s solution](#)

885.

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[-Mercy-'s solution](#)

886.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,402 global accepts · Rating: 2300 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[-Mercy-'s solution](#)

887.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[-Mercy-'s solution](#)

888.

2130E3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[-Mercy-'s solution](#)

889.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[-Mercy-'s solution](#)

890.

2120E

[Lanes of Cars](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, ternary search
[-Mercy-'s solution](#)

891.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[-Mercy-'s solution](#)

892.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees
[-Mercy-'s solution](#)

893.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[-Mercy-'s solution](#)

894.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[-Mercy-'s solution](#)

895.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities
[-Mercy-'s solution](#)

896.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[-Mercy-'s solution](#)

897.

1972E

[Fenwick Tree](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, matrices
[-Mercy-'s solution](#)

898.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[-Mercy-'s solution](#)

899.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
[-Mercy-'s solution](#)

900.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[-Mercy-'s solution](#)

901.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[-Mercy-'s solution](#)

902.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[-Mercy-'s solution](#)

903.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-06 · last AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[-Mercy-'s solution](#)

904.

1198D

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

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[-Mercy-'s solution](#)

905.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[-Mercy-'s solution](#)

906.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[-Mercy-'s solution](#)

907.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-05-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[-Mercy-'s solution](#)

908.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[-Mercy-'s solution](#)

909.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[-Mercy-'s solution](#)

910.

1712E1

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

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[-Mercy-'s solution](#)

911.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[-Mercy-'s solution](#)

912.

793C

[Mice problem](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2300 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math, sortings

[-Mercy-'s solution](#)

913.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[-Mercy-'s solution](#)

914.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[-Mercy-'s solution](#)

915.

549B

[Lookserly Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[-Mercy-'s solution](#)

916.

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[-Mercy-'s solution](#)

917.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[-Mercy-'s solution](#)

918.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[-Mercy-'s solution](#)

919.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[-Mercy-'s solution](#)

920.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[-Mercy-'s solution](#)

921.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[-Mercy-'s solution](#)

922.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[-Mercy-'s solution](#)

923.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[-Mercy-'s solution](#)

924.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[-Mercy-'s solution](#)

925.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[-Mercy-'s solution](#)

926.

1944F1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[-Mercy-'s solution](#)

927.

154D

[Flatland Fencing](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2400 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[-Mercy-'s solution](#)

928.

1888F

[Minimum Array](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math

[-Mercy-'s solution](#)

929.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[-Mercy-'s solution](#)

930.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2400 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[-Mercy-'s solution](#)

931.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[-Mercy-'s solution](#)

932.

1853E

[Ina of the Mountain](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[-Mercy-'s solution](#)

933.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[-Mercy-'s solution](#)

934.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[-Mercy-'s solution](#)

935.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[-Mercy-'s solution](#)

936.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[-Mercy-'s solution](#)

937.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[-Mercy-'s solution](#)

938.

1706D2

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

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[-Mercy-'s solution](#)

939.

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, sortings

[-Mercy-'s solution](#)

940.

2156E

[Best Time to Buy and Sell Stock](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2500 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, dp, games, graphs, greedy

[-Mercy-'s solution](#)

941.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2500 · first AC: 2025-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[-Mercy-'s solution](#)

942.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[-Mercy-'s solution](#)

943.

2136F2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[-Mercy-'s solution](#)

944.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[-Mercy-'s solution](#)

945.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[-Mercy-'s solution](#)

946.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[-Mercy-'s solution](#)

947.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 760 global accepts · Rating: 2500 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[-Mercy-'s solution](#)

948.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[-Mercy-'s solution](#)

949.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings

[-Mercy-'s solution](#)

950.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[-Mercy-'s solution](#)

951.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp
[-Mercy-'s solution](#)

952.

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers
[-Mercy-'s solution](#)

953.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[-Mercy-'s solution](#)

954.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[-Mercy-'s solution](#)

955.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation
[-Mercy-'s solution](#)

956.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees
[-Mercy-'s solution](#)

957.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[-Mercy-'s solution](#)

958.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2023-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings
[-Mercy-'s solution](#)

959.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees
[-Mercy-'s solution](#)

960.

1836D

[Lottery](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-07-09 · last AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[-Mercy-'s solution](#)

961.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,606 global accepts · Rating: 2500 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[-Mercy-'s solution](#)

962.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, graphs, math
[-Mercy-'s solution](#)

963.

1712E2

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

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · last AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers
[-Mercy-'s solution](#)

964.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[-Mercy-'s solution](#)

965.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math
[-Mercy-'s solution](#)

966.

2158E

[Sink](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2600 · first AC: 2025-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[-Mercy-'s solution](#)

967.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-08-28 · last AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[-Mercy-'s solution](#)

968.

2128E2

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

Quality: 796 global accepts · Rating: 2600 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[-Mercy-'s solution](#)

969.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2600 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[-Mercy-'s solution](#)

970.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[-Mercy-'s solution](#)

971.

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[-Mercy-'s solution](#)

972.

1890E2

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

Rating: 2600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[-Mercy-'s solution](#)

973.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[-Mercy-'s solution](#)

974.

1836E

[Twin Clusters](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, meet-in-the-middle, probabilities

[-Mercy-'s solution](#)

975.

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[-Mercy-'s solution](#)

976.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[-Mercy-'s solution](#)

977.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[-Mercy-'s solution](#)

978.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[-Mercy-'s solution](#)

979.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation,

math

[-Mercy-'s solution](#)

980.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[-Mercy-'s solution](#)

981.

109E

[Lucky Interval](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2700 · first AC: 2023-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[-Mercy-'s solution](#)

982.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[-Mercy-'s solution](#)

983.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[-Mercy-'s solution](#)

984.

1972F

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation

[-Mercy-'s solution](#)

985.

1944F2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[-Mercy-'s solution](#)

986.

2134F

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

Quality: 647 global accepts · Rating: 2900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[-Mercy-'s solution](#)

987.

1966F

[Missing Subarray Sum](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[-Mercy-'s solution](#)

988.

2156F2

[Strange Operation \(Hard Version\)](#) · [Tutorial](#)

Quality: 243 global accepts · Rating: 3000 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, trees

[-Mercy-'s solution](#)

989.

2133F

[Flint and Steel](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3000 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[-Mercy-'s solution](#)

990.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[-Mercy-'s solution](#)

991.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[-Mercy-'s solution](#)

992.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[-Mercy-'s solution](#)

993.

106252F

[The Bond Beyond Time](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

994.

106252K

[Relay Jump](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

995.

106252B

[Buggy Painting Software I](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

996.

106252M

[The End?](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

997.

106252I

[Volunteer Simulator](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

998.

105588L

[Last Chance: Threads of Despair](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

999.

105588G

[GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1000.

105588H

[Horizon Scanning](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · last AC: 2025-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1001.

105588M

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

Rating: — · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1002.

105588J

[Just another Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1003.

106030C

[Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1004.

106030E

[Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1005.

106030I

[Tutorial](#)

Rating: — · first AC: 2025-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1006.

106030K

[C-Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1007.

106030J

[Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1008.

106030B

[osu!mania](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1009.

106161K

[K-Coverage](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1010.

106161B

[Blood Memories](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1011.

106161D

[Deductive Snooker Scoring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1012.

106161C

[Crossing River](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1013.

106161L

[Label Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1014.

106161J

[Judging Papers](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1015.

106161G

[GCD of Subsets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1016.

106161A

[A Lot of Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1017.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1018.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1019.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1020.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1021.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1022.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1023.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1024.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1025.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1026.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1027.

105487D

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

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1028.

105487B

[Aho-Corasick Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1029.

105487K

[Xiao Kai's Dream of Provincial Scholarship](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1030.

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1031.

105487G

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

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1032.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1033.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1034.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1035.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1036.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1037.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1038.

105487I

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

Rating: — · first AC: 2024-11-14 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1039.

105446F

[Finding Suspicious Proteins](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1040.

105446I

[Inconsistent Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1041.

105446D

[Drone Control](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1042.

105446G

[Word Search](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1043.

105446K

[Knitting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1044.

105446A

[Amalgram](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1045.

105465E

[Eliminate Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1046.

105465K

[\\$\\$ Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1047.

105465M

[Max Minus Min](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1048.

105465J

[Jackpot](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1049.

105465B

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

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1050.

105459L

[A Game On Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1051.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1052.

105394B

[Bookshelf Bottleneck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1053.

105394A

[Alien Attack 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1054.

105394K

[Kitten of Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1055.

105427F

[Factor-Full Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1056.

105427A

[Aperiodic Appointments](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1057.

105427H

[Heroes of Velmar](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1058.

105427K

[Karl Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1059.

105427D

[Die Hard](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1060.

105427C

[Converting Romans](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1061.

105427J

[Jamboree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1062.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1063.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1064.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1065.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1066.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1067.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1068.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1069.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1070.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1071.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1072.

103446D

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

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1073.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1074.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1075.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1076.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1077.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1078.

105257D

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

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1079.

105257E

[Trade Road](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1080.

105257K

[Lethal Company](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1081.

105257B

[Expression Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1082.

105257L

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1083.

105257C

[Seats](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1084.

105257M

[Window Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1085.

105257G

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

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1086.

105257A

[chmod](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1087.

105257F

[Try a try, AC is OK](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1088.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1089.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1090.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1091.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1092.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1093.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1094.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1095.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1096.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1097.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1098.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1099.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1100.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · last AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1101.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1102.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1103.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1104.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1105.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1106.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1107.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1108.

104857I

[Linguistics Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1109.

104857G

[Streak Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1110.

104857J

[Takeout Delivering](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1111.

104857E

[Matrix Distances](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · last AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1112.

104857F

[Colorful Balloons](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1113.

105336C

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · last AC: 2024-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[-Mercy-'s solution](#)

1114.

105336I

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1115.

105336E

[Tutorial](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1116.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1117.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1118.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1119.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1120.

105173H

[Meet](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1121.

104020J

[Jagged Skyline](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1122.

104020A

[Adjusted Average](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1123.

104020D

[Dividing DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1124.

104020K

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

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1125.

104020F

[Failing Flagship](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1126.

104020L

[Lowest Latency](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1127.

104020I

[Imperfect Imperial Units](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1128.

104020B

[Bellevue](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1129.

104020E

[Equalising Audio](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1130.

104848L

[FoodSberry](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1131.

104848E

[Construct The Integer](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1132.

104848G

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

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1133.

104848F

[Build the Non-Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1134.

104848H

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

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1135.

104848J

[Spectacular Ending](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1136.

104848M

[Fine Trip](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1137.

104848D

[Christmas Children Circle](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1138.

104848N

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

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1139.

104848A

[A Non-Palindromic Modification](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1140.

105184K

[Welcome](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1141.

105184A

[Update](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1142.

105158D

[YxNkô](#)

Rating: — · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1143.

104849D

[Move One Coin](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · last AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1144.

104849G

[Remodeling the Dungeon](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1145.

104849B

[Interactive Number Guessing](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1146.

104849A

[Hasty Santa Claus](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1147.

104869D

[Dark LaTeX vs. Light LaTeX](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1148.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1149.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1150.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1151.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1152.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1153.

105139K

[Points on the Number Axis B](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1154.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1155.

105139G

[Genshin Impact Startup Forbidden II](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1156.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1157.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1158.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1159.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1160.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1161.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1162.

105112H

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

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1163.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1164.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1165.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1166.

105112K

[Klompensans](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1167.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1168.

105143M

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1169.

105143D

[ICPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-03 · last AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1170.

104832H

[Task Assignment to Two Employees](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1171.

104832E

[Chayas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1172.

104832G

[Fortune Telling](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1173.

104832D

[Nested Repetition Compression](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1174.

104832B

[Rank Promotion](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1175.

104832F

[Color Inversion on a Huge Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1176.

104832K

[Probing the Disk](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1177.

104832A

[Yokohama Phenomena](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1178.

104871I

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

Rating: — · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1179.

104871C

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1180.

104871H

[Human Resources](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1181.

104871B

[Ball Passing](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1182.

104871E

[Equal Schedules](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1183.

104666B

[Be Geeks!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1184.

104666J

[Saba1000kg](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1185.

104666I

[Ponk Warshall](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1186.

104666D

[Crimson Sexy Jalapeños](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1187.

104666G

[Light Emitting Hindenburg](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1188.

104666F

[Zeldain Garden](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1189.

104666C

[Bob in Wonderland](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1190.

104666A

[ABB](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1191.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1192.

104270D

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

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1193.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1194.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1195.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1196.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1197.

104270M

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

Rating: — · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1198.

104901K

[Rainbow Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1199.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1200.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1201.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1202.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1203.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1204.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1205.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[-Mercy-'s solution](#)

1206.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[-Mercy-'s solution](#)

1207.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1208.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1209.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1210.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1211.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1212.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1213.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1214.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1215.

104736C

[Candy Rush](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1216.

104736F

[Forward and Backward](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1217.

104736M

[Meeting Point](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[-Mercy-'s solution](#)

1218.

104736I

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