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Unique solved — -firefly-

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

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Count: 1,118

1.

2217A

[The Equalizer](#) · [Tutorial](#)

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2.

2204A

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Quality: 21,733 global accepts · Rating: 800 · first AC: 2026-03-16 · C# 13 (first AC) · Tags: brute force, implementation

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3.

2204B

[Right Maximum](#) · [Tutorial](#)

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[-firefly-'s solution](#)

4.

2208A

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Quality: 20,212 global accepts · Rating: 800 · first AC: 2026-03-14 · C# 13 (first AC) · Tags: constructive algorithms, math

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5.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,166 global accepts · Rating: 800 · first AC: 2026-02-26 · C# 13 (first AC) · Tags: implementation, math

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6.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

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7.

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,979 global accepts · Rating: 800 · first AC: 2026-02-25 · C# 13 (first AC) · Tags: math

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8.

2202A

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9.

2192A

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10.

2197A

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11.

1676C

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12.

1676B

[Equal Candies](#) · [Tutorial](#)

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13.

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,415 global accepts · Rating: 800 · first AC: 2026-02-01 · C# 13 (first AC) · Tags: implementation

[-firefly-'s solution](#)

14.

2193B

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[-firefly-'s solution](#)

15.

2193A

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Quality: 42,647 global accepts · Rating: 800 · first AC: 2026-01-25 · C# 13 (first AC) · Tags: brute force, math

[-firefly-'s solution](#)

16.

2189A

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17.

2184A

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[-firefly-'s solution](#)

18.

2183A

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

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19.

2182A

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20.

2182B

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[-firefly-'s solution](#)

21.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C# 13 (first AC) · Tags: greedy, strings

[-firefly-'s solution](#)

22.

2179A

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Quality: 34,420 global accepts · Rating: 800 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: math, strings

[-firefly-'s solution](#)

23.

2179B

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[-firefly-'s solution](#)

24.

1352A

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

Quality: 104,103 global accepts · Rating: 800 · first AC: 2025-12-20 · C# 13 (first AC) · Tags: implementation, math

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25.

2180B

[Ashmal](#) · [Tutorial](#)

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[-firefly-'s solution](#)

26.

2180A

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27.

2175A

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28.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,330 global accepts · Rating: 800 · first AC: 2025-12-14 · C# 13 (first AC) · Tags: games, greedy, math

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29.

2176A

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Quality: 29,067 global accepts · Rating: 800 · first AC: 2025-12-11 · C# 13 (first AC) · Tags: greedy, implementation, math

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30.

1903A

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31.

1742B

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[-firefly-'s solution](#)

32.

1742A

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33.

1760C

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34.

1760B

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

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35.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,930 global accepts · Rating: 800 · first AC: 2025-12-08 · C# 13 (first AC) · Tags: implementation, sortings

[-firefly-'s solution](#)

36.

2173A

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37.

2170A

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Quality: 19,915 global accepts · Rating: 800 · first AC: 2025-11-28 · C# 13 (first AC) · Tags: bitmasks, brute force, greedy, implementation, math

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38.

1873D

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Quality: 43,009 global accepts · Rating: 800 · first AC: 2025-11-25 · C# 13 (first AC) · Tags: greedy, implementation, two pointers

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39.

1873C

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40.

1873B

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41.

1873A

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[-firefly-'s solution](#)

42.

2157A

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43.

2166A

[Same Difference](#) · [Tutorial](#)

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44.

2161A

[Round Trip](#) · [Tutorial](#)

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45.

1971B

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46.

1971A

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47.

2167C

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48.

2167B

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49.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,452 global accepts · Rating: 800 · first AC: 2025-10-28 · C# 13 (first AC) · Tags: math, sortings
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50.

2162A

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

Quality: 41,588 global accepts · Rating: 800 · first AC: 2025-10-17 · C# 13 (first AC) · Tags: brute force, greedy
[-firefly-'s solution](#)

51.

2145A

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Quality: 30,751 global accepts · Rating: 800 · first AC: 2025-10-06 · C# 13 (first AC) · Tags: math
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52.

2155A

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53.

2149B

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54.

2149A

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55.

2144A

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[-firefly-'s solution](#)

56.

1914B

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[-firefly-'s solution](#)

57.

1914A

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58.

2140A

[Shift Sort](#) · [Tutorial](#)

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59.

2136A

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60.

2134A

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61.

2133B

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62.

2133A

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63.

2132A

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Quality: 43,340 global accepts · Rating: 800 · first AC: 2025-08-21 · C# 13 (first AC) · Tags: brute force, implementation, strings

[-firefly-'s solution](#)

64.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

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65.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

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66.

2036B

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Quality: 29,743 global accepts · Rating: 800 · first AC: 2025-07-31 · C# 13 (first AC) · Tags: greedy, sortings
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67.

2036A

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68.

2128A

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69.

2125A

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70.

2126B

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[-firefly-'s solution](#)

71.

2126A

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72.

2112A

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73.

2121B

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74.

2121A

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Quality: 39,280 global accepts · Rating: 800 · first AC: 2025-06-17 · C# 13 (first AC) · Tags: brute force, math
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75.

2113A

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76.

2118A

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77.

2117B

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78.

2117A

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79.

2111A

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80.

2114A

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81.

2109A

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82.

2107A

[LRC and VIP](#) · [Tutorial](#)

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83.

2108A

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84.

2104A

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85.

2103A

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86.

2093A

[Ideal Generator](#) · [Tutorial](#)

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87.

2086A

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88.

2092A

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89.

2091B

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Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-03-25 · C# 10 (first AC) · Tags: dp, greedy, sortings

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90.

2091A

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91.

2075A

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92.

2070A

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[-firefly-'s solution](#)

93.

2069A

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94.

2064A

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95.

2056A

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[-firefly-'s solution](#)

96.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,756 global accepts · Rating: 800 · first AC: 2024-12-22 · C# 10 (first AC) · Tags: binary search, math

[-firefly-'s solution](#)

97.

2051A

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

Quality: 35,177 global accepts · Rating: 800 · first AC: 2024-12-22 · C# 10 (first AC) · Tags: greedy

[-firefly-'s solution](#)

98.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C# 10 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

99.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C# 10 (first AC) · Tags: brute force, greedy, implementation, math, number theory

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100.

2040A

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101.

2050A

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102.

2047A

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103.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-12-03 · C# 10 (first AC) · Tags: greedy, implementation, math, number theory

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104.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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105.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

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[-firefly-'s solution](#)

106.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C# 10 (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

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107.

1234A

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Quality: 29,553 global accepts · Rating: 800 · first AC: 2024-11-25 · C# 10 (first AC) · Tags: math

[-firefly-'s solution](#)

108.

2039A

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[-firefly-'s solution](#)

109.

2038J

[Waiting for...](#) · [Tutorial](#)

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110.

2038N

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Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-18 · C# 10 (first AC) · Tags: implementation

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111.

2037B

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112.

2037A

[Twice](#) · [Tutorial](#)

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113.

2031A

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114.

2029A

[Set](#) · [Tutorial](#)

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115.

2035A

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116.

2027A

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Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-10-26 · C# 10 (first AC) · Tags: geometry, implementation, math

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117.

2033A

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118.

2030B

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119.

2030A

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120.

1833C

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121.

1833A

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122.

2025A

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123.

1550A

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Quality: 29,460 global accepts · Rating: 800 · first AC: 2024-10-14 · C# 10 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

124.

2022A

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Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-13 · C# 10 (first AC) · Tags: constructive algorithms, greedy, implementation, math

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125.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2024-10-10 · C# 10 (first AC) · Tags: constructive algorithms, math

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126.

1741A

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Quality: 33,801 global accepts · Rating: 800 · first AC: 2024-10-10 · C# 10 (first AC) · Tags: implementation, strings

[-firefly-'s solution](#)

127.

1714C

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Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-10-09 · C# 10 (first AC) · Tags: greedy

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128.

1714B

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Quality: 33,775 global accepts · Rating: 800 · first AC: 2024-10-09 · C# 10 (first AC) · Tags: data structures, greedy, implementation

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129.

1861A

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130.

1832A

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Quality: 28,970 global accepts · Rating: 800 · first AC: 2024-10-07 · C# 10 (first AC) · Tags: strings

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131.

1795A

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Quality: 24,651 global accepts · Rating: 800 · first AC: 2024-10-07 · C# 10 (first AC) · Tags: brute force, implementation, strings

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132.

2021A

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Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C# 10 (first AC) · Tags: data structures, greedy, math, sortings

[-firefly-'s solution](#)

133.

1955A

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Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: math

[-firefly-'s solution](#)

134.

1520B

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[-firefly-'s solution](#)

135.

1520A

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Quality: 58,454 global accepts · Rating: 800 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: brute force, implementation

[-firefly-'s solution](#)

136.

1462B

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Quality: 29,175 global accepts · Rating: 800 · first AC: 2024-10-03 · C# 10 (first AC) · Tags: dp, implementation, strings

[-firefly-'s solution](#)

137.

1462A

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Quality: 48,961 global accepts · Rating: 800 · first AC: 2024-10-03 · C# 10 (first AC) · Tags: implementation, two pointers

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138.

1283A

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Quality: 61,296 global accepts · Rating: 800 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: math

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139.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2024-10-01 · C# 10 (first AC) · Tags: greedy, math

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140.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,343 global accepts · Rating: 800 · first AC: 2024-09-30 · C# 10 (first AC) · Tags: math

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141.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · C# 10 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

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142.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: brute force, dp, greedy

[-firefly-'s solution](#)

143.

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: greedy, strings

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144.

1551A

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

Quality: 58,352 global accepts · Rating: 800 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

145.

1367B

[Even Array](#) · [Tutorial](#)

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[-firefly-'s solution](#)

146.

1367A

[Short Substrings](#) · [Tutorial](#)

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[-firefly-'s solution](#)

147.

1669C

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Quality: 41,475 global accepts · Rating: 800 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: greedy, implementation, math

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148.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,543 global accepts · Rating: 800 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: implementation, sortings

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149.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,529 global accepts · Rating: 800 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: implementation

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150.

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: math, strings

[-firefly-'s solution](#)

151.

1980B

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Quality: 38,501 global accepts · Rating: 800 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: sortings

[-firefly-'s solution](#)

152.

1980A

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

Quality: 47,596 global accepts · Rating: 800 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: math

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153.

2014B

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Quality: 33,190 global accepts · Rating: 800 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: math

[-firefly-'s solution](#)

154.

2014A

[Robin Helps](#) · [Tutorial](#)

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[-firefly-'s solution](#)

155.

1593A

[Elections](#) · [Tutorial](#)

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[-firefly-'s solution](#)

156.

1607A

[Linear Keyboard](#) · [Tutorial](#)

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[-firefly-'s solution](#)

157.

2013A

[Zhan's Blender](#) · [Tutorial](#)

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[-firefly-'s solution](#)

158.

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2024-09-18 · C# 10 (first AC) · Tags: constructive algorithms, math

[-firefly-'s solution](#)

159.

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2024-09-08 · Go (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-firefly-'s solution](#)

160.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,224 global accepts · Rating: 800 · first AC: 2024-09-03 · C# 10 (first AC) · Tags: brute force, implementation

[-firefly-'s solution](#)

161.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,957 global accepts · Rating: 800 · first AC: 2024-09-03 · C# 10 (first AC) · Tags: brute force, math

[-firefly-'s solution](#)

162.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,477 global accepts · Rating: 800 · first AC: 2024-09-01 · C# 10 (first AC) · Tags: binary search, brute force, math

[-firefly-'s solution](#)

163.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,955 global accepts · Rating: 800 · first AC: 2024-09-01 · C# 10 (first AC) · Tags: brute force, math, strings

[-firefly-'s solution](#)

164.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,789 global accepts · Rating: 800 · first AC: 2024-09-01 · C# 10 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[-firefly-'s solution](#)

165.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · C# 10 (first AC) · Tags: greedy, math, number theory

[-firefly-'s solution](#)

166.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C# 10 (first AC) · Tags: greedy, strings

[-firefly-'s solution](#)

167.

2003B

[Turtle and Piggy Are Playing a Game 2](#) · [Tutorial](#)

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C# 10 (first AC) · Tags: games, greedy, sortings

[-firefly-'s solution](#)

168.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C# 10 (first AC) · Tags: constructive algorithms

[-firefly-'s solution](#)

169.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C# 10 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

170.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C# 10 (first AC) · Tags: implementation, math

[-firefly-'s solution](#)

171.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C# 10 (first AC) · Tags: two pointers

[-firefly-'s solution](#)

172.

2000A

[Primary Task](#) · [Tutorial](#)

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[-firefly-'s solution](#)

173.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C# 10 (first AC) · Tags: constructive algorithms, implementation, math

[-firefly-'s solution](#)

174.

1998A

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Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · C# 10 (first AC) · Tags: constructive algorithms, implementation, math

[-firefly-'s solution](#)

175.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,639 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

176.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,924 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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177.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · C# 10 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

178.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C# 10 (first AC) · Tags: brute force, implementation, strings

[-firefly-'s solution](#)

179.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-28 · C# 10 (first AC) · Tags: greedy, implementation

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180.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C# 10 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

181.

1996A

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Quality: 57,375 global accepts · Rating: 800 · first AC: 2024-07-26 · C# 10 (first AC) · Tags: binary search, math, ternary search

[-firefly-'s solution](#)

182.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-23 · C# 10 (first AC) · Tags: brute force, greedy, implementation, math

[-firefly-'s solution](#)

183.

1994A

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Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · last AC: 2024-07-18 · C# 10 (first AC) · Tags: constructive algorithms, greedy, implementation

[-firefly-'s solution](#)

184.

1992B

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Quality: 37,943 global accepts · Rating: 800 · first AC: 2024-07-11 · C# 10 (first AC) · Tags: greedy, math, sortings

[-firefly-'s solution](#)

185.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,233 global accepts · Rating: 800 · first AC: 2024-07-11 · C# 10 (first AC) · Tags: brute force, constructive algorithms, greedy, math,

sortings

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186.

1983A

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Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C# 10 (first AC) · Tags: constructive algorithms, math

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187.

1985B

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[-firefly-'s solution](#)

188.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,367 global accepts · Rating: 800 · first AC: 2024-07-07 · last AC: 2024-07-07 · C# 10 (first AC) · Tags: implementation, strings

[-firefly-'s solution](#)

189.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,991 global accepts · Rating: 800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

190.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,352 global accepts · Rating: 800 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[-firefly-'s solution](#)

191.

1982A

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Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

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192.

1986A

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Quality: 47,985 global accepts · Rating: 800 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, sortings

[-firefly-'s solution](#)

193.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,333 global accepts · Rating: 800 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search

[-firefly-'s solution](#)

194.

1978A

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Quality: 28,622 global accepts · Rating: 800 · first AC: 2024-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

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195.

2216A

[Course Wishes](#) · [Tutorial](#)

Quality: 4,417 global accepts · Rating: 900 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: greedy

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196.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C# 13 (first AC) · Tags: dp, greedy, implementation, strings
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197.

1742C

[Stripes](#) · [Tutorial](#)

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[-firefly-'s solution](#)

198.

2157B

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[-firefly-'s solution](#)

199.

2166B

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Quality: 18,113 global accepts · Rating: 900 · first AC: 2025-11-17 · PyPy 3-64 (first AC) · Tags: math
[-firefly-'s solution](#)

200.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,054 global accepts · Rating: 900 · first AC: 2025-11-14 · C# 13 (first AC) · Tags: greedy, implementation
[-firefly-'s solution](#)

201.

1971C

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

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[-firefly-'s solution](#)

202.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 900 · first AC: 2025-09-25 · C# 13 (first AC) · Tags: greedy
[-firefly-'s solution](#)

203.

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-09 · C# 13 (first AC) · Tags: constructive algorithms, math, number theory
[-firefly-'s solution](#)

204.

2136B

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Quality: 20,930 global accepts · Rating: 900 · first AC: 2025-08-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers
[-firefly-'s solution](#)

205.

2132B

[The Secret Number](#) · [Tutorial](#)

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-21 · C# 13 (first AC) · Tags: math
[-firefly-'s solution](#)

206.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C# 13 (first AC) · Tags: math, number theory
[-firefly-'s solution](#)

207.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,499 global accepts · Rating: 900 · first AC: 2025-05-26 · C# 10 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

208.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C# 10 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

209.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-26 · C# 10 (first AC) · Tags: constructive algorithms, implementation

[-firefly-'s solution](#)

210.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,208 global accepts · Rating: 900 · first AC: 2025-01-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, implementation, math

[-firefly-'s solution](#)

211.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C# 10 (first AC) · Tags: constructive algorithms, greedy

[-firefly-'s solution](#)

212.

2047B

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

Quality: 19,247 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, greedy, strings

[-firefly-'s solution](#)

213.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C# 10 (first AC) · Tags: games, greedy

[-firefly-'s solution](#)

214.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2024-11-17 · C# 10 (first AC) · Tags: implementation, number theory

[-firefly-'s solution](#)

215.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-15 · C# 10 (first AC) · Tags: brute force, greedy, sortings

[-firefly-'s solution](#)

216.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C# 10 (first AC) · Tags: brute force, implementation, math

[-firefly-'s solution](#)

217.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-10-28 · C# 10 (first AC) · Tags: constructive algorithms, geometry, greedy, math

[-firefly-'s solution](#)

218.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-firefly-'s solution](#)

219.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 900 · first AC: 2024-10-24 · C# 10 (first AC) · Tags: brute force, constructive algorithms, greedy

[-firefly-'s solution](#)

220.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[-firefly-'s solution](#)

221.

1833B

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

Quality: 29,621 global accepts · Rating: 900 · first AC: 2024-10-18 · C# 10 (first AC) · Tags: greedy, sortings

[-firefly-'s solution](#)

222.

1714A

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

Quality: 32,895 global accepts · Rating: 900 · first AC: 2024-10-09 · C# 10 (first AC) · Tags: implementation, math

[-firefly-'s solution](#)

223.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2024-10-07 · C# 10 (first AC) · Tags: brute force, geometry, greedy

[-firefly-'s solution](#)

224.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,449 global accepts · Rating: 900 · first AC: 2024-10-03 · C# 10 (first AC) · Tags: brute force, greedy, math

[-firefly-'s solution](#)

225.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 900 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: math

[-firefly-'s solution](#)

226.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,696 global accepts · Rating: 900 · first AC: 2024-09-30 · C# 10 (first AC) · Tags: math

[-firefly-'s solution](#)

227.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,244 global accepts · Rating: 900 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: brute force, dp, math

[-firefly-'s solution](#)

228.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,808 global accepts · Rating: 900 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: math, number theory

[-firefly-'s solution](#)

229.

1593B

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

Quality: 40,644 global accepts · Rating: 900 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: dfs and similar, dp, greedy, math

[-firefly-'s solution](#)

230.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,441 global accepts · Rating: 900 · first AC: 2024-09-23 · C# 10 (first AC) · Tags: math

[-firefly-'s solution](#)

231.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 900 · first AC: 2024-09-20 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math

[-firefly-'s solution](#)

232.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · C# 10 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[-firefly-'s solution](#)

233.

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-08-30 · last AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[-firefly-'s solution](#)

234.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C# 10 (first AC) · Tags: brute force, games, greedy, sortings

[-firefly-'s solution](#)

235.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C# 10 (first AC) · Tags: brute force, greedy, implementation, math

[-firefly-'s solution](#)

236.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C# 10 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

237.

1992C

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

Quality: 33,256 global accepts · Rating: 900 · first AC: 2024-07-11 · C# 10 (first AC) · Tags: constructive algorithms, math

[-firefly-'s solution](#)

238.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,405 global accepts · Rating: 900 · first AC: 2024-07-07 · C# 10 (first AC) · Tags: implementation, math

[-firefly-'s solution](#)

239.

2217B

[Flip the Bit \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,044 global accepts · Rating: 1000 · first AC: 2026-04-07 · C# 13 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

240.

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,390 global accepts · Rating: 1000 · first AC: 2026-03-16 · C# 13 (first AC) · Tags: math, number theory

[-firefly-'s solution](#)

241.

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-25 · C# 13 (first AC) · Tags: bitmasks, dp, fft, greedy, math

[-firefly-'s solution](#)

242.

2192B

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

Quality: 14,546 global accepts · Rating: 1000 · first AC: 2026-02-21 · C# 13 (first AC) · Tags: constructive algorithms, strings

[-firefly-'s solution](#)

243.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2026-02-01 · C# 13 (first AC) · Tags: brute force, greedy, implementation

[-firefly-'s solution](#)

244.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,712 global accepts · Rating: 1000 · first AC: 2026-01-25 · C# 13 (first AC) · Tags: data structures, greedy

[-firefly-'s solution](#)

245.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2025-12-14 · C# 13 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-firefly-'s solution](#)

246.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,901 global accepts · Rating: 1000 · first AC: 2025-12-11 · C# 13 (first AC) · Tags: bitmasks, greedy, strings

[-firefly-'s solution](#)

247.

1760D

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

Quality: 27,014 global accepts · Rating: 1000 · first AC: 2025-12-08 · C# 13 (first AC) · Tags: implementation, two pointers

[-firefly-'s solution](#)

248.

2167D

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

Quality: 30,204 global accepts · Rating: 1000 · first AC: 2025-10-28 · C# 13 (first AC) · Tags: brute force, implementation, math, number theory

[-firefly-'s solution](#)

249.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C# 13 (first AC) · Tags: brute force, constructive algorithms

[-firefly-'s solution](#)

250.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-06 · C# 13 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

251.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C# 13 (first AC) · Tags: constructive algorithms, greedy

[-firefly-'s solution](#)

252.

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-21 · C# 13 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

253.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-26 · C# 10 (first AC) · Tags: dp, greedy

[-firefly-'s solution](#)

254.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C# 10 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[-firefly-'s solution](#)

255.

2093C

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

Quality: 30,843 global accepts · Rating: 1000 · first AC: 2025-04-08 · C# 10 (first AC) · Tags: math, number theory

[-firefly-'s solution](#)

256.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-04-03 · C# 10 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[-firefly-'s solution](#)

257.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-25 · C# 10 (first AC) · Tags: constructive algorithms, greedy

[-firefly-'s solution](#)

258.

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2024-12-22 · C# 10 (first AC) · Tags: constructive algorithms, implementation

[-firefly-'s solution](#)

259.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1000 · first AC: 2024-12-08 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math

[-firefly-'s solution](#)

260.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C# 10 (first AC) · Tags: data structures, greedy, implementation, two pointers

[-firefly-'s solution](#)

261.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2024-11-25 · C# 10 (first AC) · Tags: implementation

[-firefly-'s solution](#)

262.

2039B

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

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-23 · C# 10 (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[-firefly-'s solution](#)

263.

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-firefly-'s solution](#)

264.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2024-10-14 · C# 10 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

265.

1861B

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

Quality: 24,005 global accepts · Rating: 1000 · first AC: 2024-10-08 · C# 10 (first AC) · Tags: constructive algorithms, dp, greedy

[-firefly-'s solution](#)

266.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[-firefly-'s solution](#)

267.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: constructive algorithms

[-firefly-'s solution](#)

268.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: math

[-firefly-'s solution](#)

269.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2024-10-01 · C# 10 (first AC) · Tags: brute force, constructive algorithms, math

[-firefly-'s solution](#)

270.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math

[-firefly-'s solution](#)

271.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: binary search, greedy
[-firefly-'s solution](#)

272.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2024-09-23 · C# 10 (first AC) · Tags: brute force, sortings
[-firefly-'s solution](#)

273.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,745 global accepts · Rating: 1000 · first AC: 2024-09-14 · C# 10 (first AC) · Tags: greedy, math, sortings
[-firefly-'s solution](#)

274.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,520 global accepts · Rating: 1000 · first AC: 2024-08-15 · C# 10 (first AC) · Tags: brute force, greedy
[-firefly-'s solution](#)

275.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-13 · C# 10 (first AC) · Tags: data structures, strings
[-firefly-'s solution](#)

276.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C# 10 (first AC) · Tags: constructive algorithms, games
[-firefly-'s solution](#)

277.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · C# 10 (first AC) · Tags: constructive algorithms, math, number theory
[-firefly-'s solution](#)

278.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,744 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[-firefly-'s solution](#)

279.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[-firefly-'s solution](#)

280.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-07-07 · last AC: 2024-07-07 · C# 10 (first AC) · Tags: greedy
[-firefly-'s solution](#)

281.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[-firefly-'s solution](#)

282.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[-firefly-'s solution](#)

283.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,663 global accepts · Rating: 1100 · first AC: 2026-03-14 · C# 13 (first AC) · Tags: brute force, games, greedy, implementation, math, sortings

[-firefly-'s solution](#)

284.

2197B

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

Quality: 15,895 global accepts · Rating: 1100 · first AC: 2026-02-12 · PyPy 3-64 (first AC) · Tags: implementation, schedules, sortings, two pointers

[-firefly-'s solution](#)

285.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,069 global accepts · Rating: 1100 · first AC: 2026-02-01 · C# 13 (first AC) · Tags: binary search, greedy, sortings

[-firefly-'s solution](#)

286.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,572 global accepts · Rating: 1100 · first AC: 2026-01-25 · C# 13 (first AC) · Tags: binary search, sortings, two pointers

[-firefly-'s solution](#)

287.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-12 · C# 13 (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[-firefly-'s solution](#)

288.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,102 global accepts · Rating: 1100 · first AC: 2026-01-12 · C# 13 (first AC) · Tags: math

[-firefly-'s solution](#)

289.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-07 · C# 13 (first AC) · Tags: constructive algorithms, greedy

[-firefly-'s solution](#)

290.

2179C

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

Quality: 22,297 global accepts · Rating: 1100 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: implementation, math, number theory, sortings

[-firefly-'s solution](#)

291.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2025-12-09 · C# 13 (first AC) · Tags: brute force, greedy, number theory

[-firefly-'s solution](#)

292.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2025-12-08 · C# 13 (first AC) · Tags: data structures, greedy, math

[-firefly-'s solution](#)

293.

2173B

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

Quality: 18,126 global accepts · Rating: 1100 · first AC: 2025-12-05 · C# 13 (first AC) · Tags: dp, greedy, math

[-firefly-'s solution](#)

294.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,455 global accepts · Rating: 1100 · first AC: 2025-11-25 · C# 13 (first AC) · Tags: binary search, sortings

[-firefly-'s solution](#)

295.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C# 13 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

296.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,554 global accepts · Rating: 1100 · first AC: 2025-10-28 · C# 13 (first AC) · Tags: dp, greedy, implementation, sortings, strings

[-firefly-'s solution](#)

297.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C# 13 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[-firefly-'s solution](#)

298.

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C# 13 (first AC) · Tags: constructive algorithms, graphs

[-firefly-'s solution](#)

299.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,530 global accepts · Rating: 1100 · first AC: 2025-09-13 · C# 13 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

300.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2025-07-31 · C# 13 (first AC) · Tags: brute force, implementation

[-firefly-'s solution](#)

301.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-07-27 · C# 13 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[-firefly-'s solution](#)

302.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C# 13 (first AC) · Tags: bitmasks, combinatorics, math, number theory

[-firefly-'s solution](#)

303.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,276 global accepts · Rating: 1100 · first AC: 2025-07-17 · C# 13 (first AC) · Tags: greedy, sortings

[-firefly-'s solution](#)

304.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-23 · C# 13 (first AC) · Tags: brute force, greedy

[-firefly-'s solution](#)

305.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1100 · first AC: 2025-06-03 · C# 13 (first AC) · Tags: brute force, greedy, two pointers

[-firefly-'s solution](#)

306.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C# 13 (first AC) · Tags: brute force, dp, implementation, math

[-firefly-'s solution](#)

307.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-05 · C# 10 (first AC) · Tags: games, greedy, math

[-firefly-'s solution](#)

308.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C# 10 (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[-firefly-'s solution](#)

309.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · C# 10 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

310.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C# 10 (first AC) · Tags: binary search, brute force, greedy

[-firefly-'s solution](#)

311.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C# 10 (first AC) · Tags: brute force, implementation, math

[-firefly-'s solution](#)

312.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C# 10 (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[-firefly-'s solution](#)

313.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C# 10 (first AC) · Tags: brute force, greedy, math

[-firefly-'s solution](#)

314.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-12-03 · C# 10 (first AC) · Tags: constructive algorithms, greedy, implementation,

math

[-firefly-'s solution](#)

315.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[-firefly-'s solution](#)

316.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2024-11-19 · C# 10 (first AC) · Tags: binary search, math

[-firefly-'s solution](#)

317.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2024-11-17 · C# 10 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[-firefly-'s solution](#)

318.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2024-11-17 · C# 10 (first AC) · Tags: brute force, strings

[-firefly-'s solution](#)

319.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C# 10 (first AC) · Tags: constructive algorithms, games, strings

[-firefly-'s solution](#)

320.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C# 10 (first AC) · Tags: brute force, greedy

[-firefly-'s solution](#)

321.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C# 10 (first AC) · Tags: brute force, games, greedy

[-firefly-'s solution](#)

322.

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-10-14 · C# 10 (first AC) · Tags: combinatorics, dp, math

[-firefly-'s solution](#)

323.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2024-10-10 · C# 10 (first AC) · Tags: brute force, greedy, math, two pointers

[-firefly-'s solution](#)

324.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,489 global accepts · Rating: 1100 · first AC: 2024-10-07 · C# 10 (first AC) · Tags: brute force, sortings, two pointers

[-firefly-'s solution](#)

325.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2024-10-01 · C# 10 (first AC) · Tags: binary search, brute force, math
[-firefly-'s solution](#)

326.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,605 global accepts · Rating: 1100 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: binary search, data structures, greedy, two pointers
[-firefly-'s solution](#)

327.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: implementation
[-firefly-'s solution](#)

328.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: implementation, sortings
[-firefly-'s solution](#)

329.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: binary search, greedy, math
[-firefly-'s solution](#)

330.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: math, number theory
[-firefly-'s solution](#)

331.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2024-09-08 · Go (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[-firefly-'s solution](#)

332.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-03 · C# 10 (first AC) · Tags: implementation, math
[-firefly-'s solution](#)

333.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-01 · C# 10 (first AC) · Tags: dp, dsu, graphs, math
[-firefly-'s solution](#)

334.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C# 10 (first AC) · Tags: games, greedy, sortings
[-firefly-'s solution](#)

335.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,671 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[-firefly-'s solution](#)

336.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2024-08-04 · C# 10 (first AC) · Tags: constructive algorithms, greedy
[-firefly-'s solution](#)

337.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C# 10 (first AC) · Tags: constructive algorithms, data structures, greedy
[-firefly-'s solution](#)

338.

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C# 10 (first AC) · Tags: constructive algorithms, two pointers
[-firefly-'s solution](#)

339.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C# 10 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[-firefly-'s solution](#)

340.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-23 · C# 10 (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[-firefly-'s solution](#)

341.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,489 global accepts · Rating: 1100 · first AC: 2024-07-18 · C# 10 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[-firefly-'s solution](#)

342.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[-firefly-'s solution](#)

343.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C# 13 (first AC) · Tags: games, math
[-firefly-'s solution](#)

344.

2189B

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

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C# 13 (first AC) · Tags: constructive algorithms, greedy, math
[-firefly-'s solution](#)

345.

2182C

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

Quality: 15,515 global accepts · Rating: 1200 · first AC: 2025-12-29 · C# 13 (first AC) · Tags: brute force, combinatorics, dp
[-firefly-'s solution](#)

346.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C# 13 (first AC) · Tags: dp, greedy, implementation
[-firefly-'s solution](#)

347.

1352C

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

Quality: 69,763 global accepts · Rating: 1200 · first AC: 2025-12-20 · C# 13 (first AC) · Tags: binary search, math

[-firefly-'s solution](#)

348.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2025-12-20 · C# 13 (first AC) · Tags: constructive algorithms, math

[-firefly-'s solution](#)

349.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2025-12-11 · C# 13 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[-firefly-'s solution](#)

350.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,619 global accepts · Rating: 1200 · first AC: 2025-12-09 · last AC: 2025-12-09 · C# 13 (first AC) · Tags: binary search, greedy, math

[-firefly-'s solution](#)

351.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,296 global accepts · Rating: 1200 · first AC: 2025-12-06 · C# 13 (first AC) · Tags: greedy, strings, two pointers

[-firefly-'s solution](#)

352.

2170B

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

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-11-28 · C# 13 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

353.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C# 13 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[-firefly-'s solution](#)

354.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · C# 13 (first AC) · Tags: strings

[-firefly-'s solution](#)

355.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,086 global accepts · Rating: 1200 · first AC: 2025-09-13 · C# 13 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[-firefly-'s solution](#)

356.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C# 13 (first AC) · Tags: data structures, dp

[-firefly-'s solution](#)

357.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C# 13 (first AC) · Tags: brute force, greedy, implementation

[-firefly-'s solution](#)

358.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,870 global accepts · Rating: 1200 · first AC: 2025-08-26 · C# 13 (first AC) · Tags: constructive algorithms, math, number theory

[-firefly-'s solution](#)

359.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1200 · first AC: 2025-07-27 · C# 13 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

360.

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-17 · C# 13 (first AC) · Tags: data structures, greedy, sortings

[-firefly-'s solution](#)

361.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1200 · first AC: 2025-06-17 · C# 13 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

362.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C# 13 (first AC) · Tags: constructive algorithms, math

[-firefly-'s solution](#)

363.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C# 13 (first AC) · Tags: constructive algorithms

[-firefly-'s solution](#)

364.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-06-08 · C# 13 (first AC) · Tags: binary search, math, number theory

[-firefly-'s solution](#)

365.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C# 10 (first AC) · Tags: bitmasks, greedy, math

[-firefly-'s solution](#)

366.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-04-03 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math

[-firefly-'s solution](#)

367.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-26 · C# 10 (first AC) · Tags: constructive algorithms, implementation

[-firefly-'s solution](#)

368.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2025-03-25 · C# 10 (first AC) · Tags: binary search, greedy, math

[-firefly-'s solution](#)

369.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-18 · C# 10 (first AC) · Tags: greedy, matrices

[-firefly-'s solution](#)

370.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-27 · last AC: 2025-01-27 · C# 10 (first AC) · Tags: brute force, math

[-firefly-'s solution](#)

371.

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C# 10 (first AC) · Tags: brute force, constructive algorithms, math

[-firefly-'s solution](#)

372.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,917 global accepts · Rating: 1200 · first AC: 2024-12-22 · C# 10 (first AC) · Tags: binary search, sortings, two pointers

[-firefly-'s solution](#)

373.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C# 10 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[-firefly-'s solution](#)

374.

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C# 10 (first AC) · Tags: brute force, dp, math

[-firefly-'s solution](#)

375.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C# 10 (first AC) · Tags: greedy, sortings

[-firefly-'s solution](#)

376.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C# 10 (first AC) · Tags: bitmasks, brute force, math, number theory

[-firefly-'s solution](#)

377.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,392 global accepts · Rating: 1200 · first AC: 2024-10-07 · C# 10 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

378.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C# 10 (first AC) · Tags: brute force, greedy, math, number theory

[-firefly-'s solution](#)

379.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,472 global accepts · Rating: 1200 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: data structures, hashing, math

[-firefly-'s solution](#)

380.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2024-10-01 · C# 10 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[-firefly-'s solution](#)

381.

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C# 10 (first AC) · Tags: binary search, math

[-firefly-'s solution](#)

382.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[-firefly-'s solution](#)

383.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: dfs and similar, implementation

[-firefly-'s solution](#)

384.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1200 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: data structures, math, strings

[-firefly-'s solution](#)

385.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · C# 10 (first AC) · Tags: binary search, greedy, math, sortings

[-firefly-'s solution](#)

386.

2003C

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

Quality: 21,662 global accepts · Rating: 1200 · first AC: 2024-08-25 · C# 10 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[-firefly-'s solution](#)

387.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C# 10 (first AC) · Tags: greedy, implementation, two pointers

[-firefly-'s solution](#)

388.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C# 10 (first AC) · Tags: brute force, geometry, greedy, math

[-firefly-'s solution](#)

389.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C# 10 (first AC) · Tags: dp, greedy, sortings, strings

[-firefly-'s solution](#)

390.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-20 · C# 10 (first AC) · Tags: constructive algorithms, greedy

[-firefly-'s solution](#)

391.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2024-07-11 · C# 10 (first AC) · Tags: dp, greedy, implementation

[-firefly-'s solution](#)

392.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,411 global accepts · Rating: 1200 · first AC: 2024-07-07 · C# 10 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-firefly-'s solution](#)

393.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,535 global accepts · Rating: 1200 · first AC: 2024-07-07 · C# 10 (first AC) · Tags: brute force, combinatorics, math

[-firefly-'s solution](#)

394.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[-firefly-'s solution](#)

395.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,898 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[-firefly-'s solution](#)

396.

1982B

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[-firefly-'s solution](#)

397.

2216B

[THU Packing Puzzle](#) · [Tutorial](#)

Quality: 3,463 global accepts · Rating: 1300 · first AC: 2026-04-12 · PyPy 3-64 (first AC) · Tags: greedy

[-firefly-'s solution](#)

398.

2217C

[Grid Covering](#) · [Tutorial](#)

Quality: 10,425 global accepts · Rating: 1300 · first AC: 2026-04-07 · C# 13 (first AC) · Tags: chinese remainder theorem, math, number theory

[-firefly-'s solution](#)

399.

2208C

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

Quality: 11,087 global accepts · Rating: 1300 · first AC: 2026-03-14 · C# 13 (first AC) · Tags: dp, greedy, math

[-firefly-'s solution](#)

400.

2201A1

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

Quality: 11,048 global accepts · Rating: 1300 · first AC: 2026-02-23 · C# 13 (first AC) · Tags: data structures

[-firefly-'s solution](#)

401.

2192C

[All-in-one Gun](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1300 · first AC: 2026-02-21 · C# 13 (first AC) · Tags: binary search, greedy, math
[-firefly-'s solution](#)

402.

1676G

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

Quality: 24,001 global accepts · Rating: 1300 · first AC: 2026-02-01 · C# 13 (first AC) · Tags: dfs and similar, dp, graphs, trees
[-firefly-'s solution](#)

403.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2026-02-01 · C# 13 (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[-firefly-'s solution](#)

404.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,200 global accepts · Rating: 1300 · first AC: 2026-01-25 · C# 13 (first AC) · Tags: dp, math, number theory, shortest paths
[-firefly-'s solution](#)

405.

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C# 13 (first AC) · Tags: bitmasks, constructive algorithms, math
[-firefly-'s solution](#)

406.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[-firefly-'s solution](#)

407.

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2025-12-20 · last AC: 2025-12-20 · C# 13 (first AC) · Tags: implementation
[-firefly-'s solution](#)

408.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,221 global accepts · Rating: 1300 · first AC: 2025-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math
[-firefly-'s solution](#)

409.

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 1300 · first AC: 2025-12-11 · C# 13 (first AC) · Tags: greedy, sortings
[-firefly-'s solution](#)

410.

2170C

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

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C# 13 (first AC) · Tags: binary search, greedy, two pointers
[-firefly-'s solution](#)

411.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2025-11-25 · C# 13 (first AC) · Tags: binary search, greedy, math, two pointers
[-firefly-'s solution](#)

412.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-16 · C# 13 (first AC) · Tags: constructive algorithms, greedy
[-firefly-'s solution](#)

413.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2025-11-14 · C# 13 (first AC) · Tags: dp, greedy, math, two pointers
[-firefly-'s solution](#)

414.

2145C

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

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-06 · C# 13 (first AC) · Tags: binary search, greedy, strings
[-firefly-'s solution](#)

415.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C# 13 (first AC) · Tags: combinatorics, dp, math
[-firefly-'s solution](#)

416.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2025-07-31 · C# 13 (first AC) · Tags: brute force, implementation, matrices
[-firefly-'s solution](#)

417.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1300 · first AC: 2025-06-23 · C# 13 (first AC) · Tags: binary search, brute force, greedy, two pointers
[-firefly-'s solution](#)

418.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,204 global accepts · Rating: 1300 · first AC: 2025-06-17 · C# 13 (first AC) · Tags: implementation, sortings
[-firefly-'s solution](#)

419.

2118C

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

Quality: 18,476 global accepts · Rating: 1300 · first AC: 2025-06-12 · C# 13 (first AC) · Tags: bitmasks, data structures, greedy, math
[-firefly-'s solution](#)

420.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C# 10 (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[-firefly-'s solution](#)

421.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2025-04-21 · C# 10 (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[-firefly-'s solution](#)

422.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C# 10 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy,

implementation

[-firefly-'s solution](#)

423.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C# 10 (first AC) · Tags: brute force, math, number theory, two pointers

[-firefly-'s solution](#)

424.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-03-17 · C# 10 (first AC) · Tags: constructive algorithms, greedy

[-firefly-'s solution](#)

425.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C# 10 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[-firefly-'s solution](#)

426.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C# 10 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[-firefly-'s solution](#)

427.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C# 10 (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[-firefly-'s solution](#)

428.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,977 global accepts · Rating: 1300 · first AC: 2024-12-05 · C# 10 (first AC) · Tags: brute force, greedy, math, strings

[-firefly-'s solution](#)

429.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2024-11-25 · C# 10 (first AC) · Tags: data structures, implementation

[-firefly-'s solution](#)

430.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · last AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[-firefly-'s solution](#)

431.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-15 · C# 10 (first AC) · Tags: constructive algorithms, math, number theory

[-firefly-'s solution](#)

432.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-10-28 · C# 10 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[-firefly-'s solution](#)

433.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-10-24 · C# 10 (first AC) · Tags: data structures, dp, dsu, greedy, math
[-firefly-'s solution](#)

434.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[-firefly-'s solution](#)

435.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C# 10 (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers
[-firefly-'s solution](#)

436.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2024-10-13 · C# 10 (first AC) · Tags: binary search, greedy, math
[-firefly-'s solution](#)

437.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2024-10-10 · C# 10 (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[-firefly-'s solution](#)

438.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C# 10 (first AC) · Tags: constructive algorithms, greedy
[-firefly-'s solution](#)

439.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,498 global accepts · Rating: 1300 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: greedy, implementation, math
[-firefly-'s solution](#)

440.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math
[-firefly-'s solution](#)

441.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: bitmasks, greedy, math
[-firefly-'s solution](#)

442.

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: constructive algorithms, greedy
[-firefly-'s solution](#)

443.

1607D

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

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2024-09-23 · C# 10 (first AC) · Tags: greedy, math, sortings

[-firefly-'s solution](#)

444.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2024-09-18 · C# 10 (first AC) · Tags: constructive algorithms, dp, greedy

[-firefly-'s solution](#)

445.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2024-09-08 · Go (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[-firefly-'s solution](#)

446.

1999E

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

Quality: 23,619 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[-firefly-'s solution](#)

447.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math

[-firefly-'s solution](#)

448.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C# 10 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[-firefly-'s solution](#)

449.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,172 global accepts · Rating: 1300 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[-firefly-'s solution](#)

450.

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,911 global accepts · Rating: 1400 · first AC: 2026-03-16 · C# 13 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[-firefly-'s solution](#)

451.

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2026-02-01 · C# 13 (first AC) · Tags: brute force

[-firefly-'s solution](#)

452.

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2024-07-02 · last AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[-firefly-'s solution](#)

453.

2173C

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

Quality: 12,385 global accepts · Rating: 1400 · first AC: 2025-12-05 · C# 13 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[-firefly-'s solution](#)

454.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C# 13 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[-firefly-'s solution](#)

455.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · last AC: 2025-11-21 · C# 13 (first AC) · Tags: binary search, interactive

[-firefly-'s solution](#)

456.

1914E1

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

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2025-09-13 · C# 13 (first AC) · Tags: brute force, games, greedy, sortings

[-firefly-'s solution](#)

457.

1914E2

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

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2025-09-13 · C# 13 (first AC) · Tags: games, greedy, sortings

[-firefly-'s solution](#)

458.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,794 global accepts · Rating: 1400 · first AC: 2025-08-24 · C# 13 (first AC) · Tags: graphs, interactive

[-firefly-'s solution](#)

459.

2132C2

[The Cunning Seller \(hard version\)](#) · [Tutorial](#)

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · C# 13 (first AC) · Tags: binary search, greedy, math

[-firefly-'s solution](#)

460.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2025-08-11 · C# 13 (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[-firefly-'s solution](#)

461.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,015 global accepts · Rating: 1400 · first AC: 2025-07-17 · C# 13 (first AC) · Tags: math, number theory

[-firefly-'s solution](#)

462.

2111D

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

Quality: 11,988 global accepts · Rating: 1400 · first AC: 2025-06-03 · C# 13 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[-firefly-'s solution](#)

463.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-05-26 · C# 10 (first AC) · Tags: brute force, greedy, implementation, math

[-firefly-'s solution](#)

464.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-05-26 · C# 10 (first AC) · Tags: dfs and similar, dp, greedy, trees

[-firefly-'s solution](#)

465.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C# 10 (first AC) · Tags: binary search, greedy, math, number theory

[-firefly-'s solution](#)

466.

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[-firefly-'s solution](#)

467.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C# 10 (first AC) · Tags: bitmasks, implementation

[-firefly-'s solution](#)

468.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-12-03 · C# 10 (first AC) · Tags: binary search, math, sortings, two pointers

[-firefly-'s solution](#)

469.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C# 10 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[-firefly-'s solution](#)

470.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2024-11-19 · last AC: 2024-11-19 · C# 10 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[-firefly-'s solution](#)

471.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C# 10 (first AC) · Tags: games, greedy

[-firefly-'s solution](#)

472.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[-firefly-'s solution](#)

473.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · Go (first AC) · Tags: data structures, geometry, greedy, sortings

[-firefly-'s solution](#)

474.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings, two pointers

[-firefly-'s solution](#)

475.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C# 10 (first AC) · Tags: binary search, implementation, math
[-firefly-'s solution](#)

476.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C# 10 (first AC) · Tags: bitmasks, constructive algorithms, math
[-firefly-'s solution](#)

477.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-24 · last AC: 2024-10-24 · C# 10 (first AC) · Tags: dp, greedy, two pointers
[-firefly-'s solution](#)

478.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-24 · C# 10 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math
[-firefly-'s solution](#)

479.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-10-18 · C# 10 (first AC) · Tags: brute force, constructive algorithms, greedy
[-firefly-'s solution](#)

480.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2024-10-09 · C# 10 (first AC) · Tags: brute force, math, number theory
[-firefly-'s solution](#)

481.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: data structures, two pointers
[-firefly-'s solution](#)

482.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: greedy, math
[-firefly-'s solution](#)

483.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2024-10-03 · C# 10 (first AC) · Tags: greedy, math, number theory
[-firefly-'s solution](#)

484.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: greedy
[-firefly-'s solution](#)

485.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2024-10-01 · C# 10 (first AC) · Tags: binary search, data structures, greedy
[-firefly-'s solution](#)

486.

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C# 10 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[-firefly-'s solution](#)

487.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[-firefly-'s solution](#)

488.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[-firefly-'s solution](#)

489.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: combinatorics, graphs, math

[-firefly-'s solution](#)

490.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 1400 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: greedy, implementation, math, number theory

[-firefly-'s solution](#)

491.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: brute force, data structures, greedy, sortings

[-firefly-'s solution](#)

492.

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C# 10 (first AC) · Tags: constructive algorithms, interactive, strings

[-firefly-'s solution](#)

493.

2009E

[Klee's SUPER DUPER LARGE Array!!!](#) · [Tutorial](#)

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-03 · C# 10 (first AC) · Tags: binary search, math, ternary search

[-firefly-'s solution](#)

494.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-03 · C# 10 (first AC) · Tags: geometry, math

[-firefly-'s solution](#)

495.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-01 · C# 10 (first AC) · Tags: combinatorics, math, number theory

[-firefly-'s solution](#)

496.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C# 10 (first AC) · Tags: combinatorics, data structures, greedy, math
[-firefly-'s solution](#)

497.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · C# 10 (first AC) · Tags: implementation, math
[-firefly-'s solution](#)

498.

1670C

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

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math
[-firefly-'s solution](#)

499.

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C# 10 (first AC) · Tags: binary search, brute force, greedy, implementation
[-firefly-'s solution](#)

500.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[-firefly-'s solution](#)

501.

1986D

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

Quality: 17,962 global accepts · Rating: 1400 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math, two pointers
[-firefly-'s solution](#)

502.

2205C

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

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-02-26 · C# 13 (first AC) · Tags: greedy, sortings
[-firefly-'s solution](#)

503.

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,027 global accepts · Rating: 1500 · first AC: 2026-02-25 · C# 13 (first AC) · Tags: binary search, bitmasks, greedy, math
[-firefly-'s solution](#)

504.

1676H2

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

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2026-02-01 · C# 13 (first AC) · Tags: data structures, divide and conquer, sortings
[-firefly-'s solution](#)

505.

2183D1

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

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-07 · C# 13 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[-firefly-'s solution](#)

506.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C# 13 (first AC) · Tags: binary search, greedy, math, two pointers
[-firefly-'s solution](#)

507.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2025-12-20 · C# 13 (first AC) · Tags: constructive algorithms, dfs and similar, math
[-firefly-'s solution](#)

508.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,015 global accepts · Rating: 1500 · first AC: 2025-12-20 · C# 13 (first AC) · Tags: brute force, implementation, two pointers
[-firefly-'s solution](#)

509.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2025-12-14 · C# 13 (first AC) · Tags: brute force, dp, greedy, math, number theory
[-firefly-'s solution](#)

510.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2025-12-09 · C# 13 (first AC) · Tags: bitmasks, brute force, greedy, math, sortings
[-firefly-'s solution](#)

511.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2025-12-09 · C# 13 (first AC) · Tags: constructive algorithms, greedy, strings
[-firefly-'s solution](#)

512.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 1500 · first AC: 2025-12-08 · C# 13 (first AC) · Tags: binary search, greedy, sortings
[-firefly-'s solution](#)

513.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2025-11-25 · C# 13 (first AC) · Tags: constructive algorithms, greedy
[-firefly-'s solution](#)

514.

2169D1

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

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C# 13 (first AC) · Tags: binary search, implementation, math, number theory
[-firefly-'s solution](#)

515.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2025-10-28 · C# 13 (first AC) · Tags: binary search, math, sortings
[-firefly-'s solution](#)

516.

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,251 global accepts · Rating: 1500 · first AC: 2025-10-05 · C# 13 (first AC) · Tags: brute force, greedy, implementation
[-firefly-'s solution](#)

517.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2025-09-25 · C# 13 (first AC) · Tags: data structures, two pointers
[-firefly-'s solution](#)

518.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 1500 · first AC: 2025-09-09 · C# 13 (first AC) · Tags: data structures, games, greedy
[-firefly-'s solution](#)

519.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-17 · C# 13 (first AC) · Tags: dp, greedy, implementation, strings
[-firefly-'s solution](#)

520.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-05 · last AC: 2025-05-05 · C# 10 (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math
[-firefly-'s solution](#)

521.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C# 10 (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
[-firefly-'s solution](#)

522.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings
[-firefly-'s solution](#)

523.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,441 global accepts · Rating: 1500 · first AC: 2025-04-08 · C# 10 (first AC) · Tags: binary search, brute force, greedy
[-firefly-'s solution](#)

524.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-17 · C# 10 (first AC) · Tags: binary search, combinatorics, math
[-firefly-'s solution](#)

525.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-11 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math, sortings
[-firefly-'s solution](#)

526.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C# 10 (first AC) · Tags: binary search, greedy
[-firefly-'s solution](#)

527.

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-02-18 · C# 10 (first AC) · Tags: combinatorics, dp, greedy, two pointers
[-firefly-'s solution](#)

528.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,640 global accepts · Rating: 1500 · first AC: 2024-12-20 · C# 10 (first AC) · Tags: brute force, constructive algorithms, greedy,

implementation

[-firefly-'s solution](#)

529.

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,547 global accepts · Rating: 1500 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[-firefly-'s solution](#)

530.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C# 10 (first AC) · Tags: dp, implementation, strings

[-firefly-'s solution](#)

531.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2024-11-25 · C# 10 (first AC) · Tags: dp, implementation

[-firefly-'s solution](#)

532.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[-firefly-'s solution](#)

533.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C# 10 (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[-firefly-'s solution](#)

534.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C# 10 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[-firefly-'s solution](#)

535.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,013 global accepts · Rating: 1500 · first AC: 2024-10-07 · C# 10 (first AC) · Tags: binary search, data structures, implementation

[-firefly-'s solution](#)

536.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2024-10-03 · C# 10 (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[-firefly-'s solution](#)

537.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: greedy

[-firefly-'s solution](#)

538.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: constructive algorithms, data structures, math

[-firefly-'s solution](#)

539.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2024-10-01 · C# 10 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[-firefly-'s solution](#)

540.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2024-09-30 · C# 10 (first AC) · Tags: greedy, sortings

[-firefly-'s solution](#)

541.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2024-09-30 · C# 10 (first AC) · Tags: data structures, implementation

[-firefly-'s solution](#)

542.

1551C

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

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: greedy, sortings, strings

[-firefly-'s solution](#)

543.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: greedy, implementation

[-firefly-'s solution](#)

544.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2024-09-18 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math

[-firefly-'s solution](#)

545.

2008E

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

Quality: 13,224 global accepts · Rating: 1500 · first AC: 2024-09-01 · C# 10 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[-firefly-'s solution](#)

546.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2024-08-30 · C# 10 (first AC) · Tags: math, number theory

[-firefly-'s solution](#)

547.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C# 10 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

548.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C# 10 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[-firefly-'s solution](#)

549.

1999G1

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

Quality: 14,526 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[-firefly-'s solution](#)

550.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[-firefly-'s solution](#)

551.

1997D

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

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · C# 10 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees
[-firefly-'s solution](#)

552.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,602 global accepts · Rating: 1500 · first AC: 2024-07-29 · C# 10 (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[-firefly-'s solution](#)

553.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-20 · C# 10 (first AC) · Tags: brute force, greedy, math
[-firefly-'s solution](#)

554.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-07-07 · last AC: 2024-07-07 · C# 10 (first AC) · Tags: binary search, data structures
[-firefly-'s solution](#)

555.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,637 global accepts · Rating: 1500 · first AC: 2024-06-18 · C# 10 (first AC) · Tags: greedy, implementation, sortings
[-firefly-'s solution](#)

556.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C# 13 (first AC) · Tags: brute force, math, two pointers
[-firefly-'s solution](#)

557.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1600 · first AC: 2026-01-25 · C# 13 (first AC) · Tags: dp, greedy
[-firefly-'s solution](#)

558.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-01-12 · C# 13 (first AC) · Tags: combinatorics, dp, math
[-firefly-'s solution](#)

559.

2182D

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

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2025-12-29 · C# 13 (first AC) · Tags: combinatorics, dp, greedy, math

[-firefly-'s solution](#)

560.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2025-12-20 · C# 13 (first AC) · Tags: constructive algorithms

[-firefly-'s solution](#)

561.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C# 13 (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[-firefly-'s solution](#)

562.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2025-11-21 · last AC: 2025-11-21 · C# 13 (first AC) · Tags: implementation, math

[-firefly-'s solution](#)

563.

1971F

[Circle Perimeter](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1600 · first AC: 2025-10-28 · C# 13 (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[-firefly-'s solution](#)

564.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2025-10-28 · C# 13 (first AC) · Tags: data structures, dp

[-firefly-'s solution](#)

565.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-10-28 · C# 13 (first AC) · Tags: dfs and similar, dp, math, trees

[-firefly-'s solution](#)

566.

2162E

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

Quality: 9,334 global accepts · Rating: 1600 · first AC: 2025-10-17 · C# 13 (first AC) · Tags: constructive algorithms, greedy, schedules

[-firefly-'s solution](#)

567.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · C# 13 (first AC) · Tags: binary search, dp, implementation, math

[-firefly-'s solution](#)

568.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2025-07-31 · C# 13 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[-firefly-'s solution](#)

569.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C# 13 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[-firefly-'s solution](#)

570.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C# 13 (first AC) · Tags: dp, math, probabilities

[-firefly-'s solution](#)

571.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 1600 · first AC: 2025-06-08 · C# 13 (first AC) · Tags: brute force, greedy

[-firefly-'s solution](#)

572.

375B

[Maximum Submatrix 2](#) · [Tutorial](#)

Quality: 5,430 global accepts · Rating: 1600 · first AC: 2025-05-02 · last AC: 2025-05-02 · C# 10 (first AC) · Tags: data structures, dp, implementation, sortings

[-firefly-'s solution](#)

573.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2025-04-29 · C# 10 (first AC) · Tags: math, number theory

[-firefly-'s solution](#)

574.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-04-22 · C# 10 (first AC) · Tags: binary search, greedy, implementation, sortings

[-firefly-'s solution](#)

575.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-26 · C# 10 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[-firefly-'s solution](#)

576.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-02-27 · C# 10 (first AC) · Tags: dfs and similar, dp, trees

[-firefly-'s solution](#)

577.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2025-01-09 · last AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[-firefly-'s solution](#)

578.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,198 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[-firefly-'s solution](#)

579.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2024-12-22 · C# 10 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[-firefly-'s solution](#)

580.

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C# 10 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[-firefly-'s solution](#)

581.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[-firefly-'s solution](#)

582.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C# 10 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[-firefly-'s solution](#)

583.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[-firefly-'s solution](#)

584.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C# 10 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[-firefly-'s solution](#)

585.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[-firefly-'s solution](#)

586.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C# 10 (first AC) · Tags: dp, greedy, interactive, two pointers

[-firefly-'s solution](#)

587.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C# 10 (first AC) · Tags: binary search, dp, greedy, two pointers

[-firefly-'s solution](#)

588.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[-firefly-'s solution](#)

589.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,408 global accepts · Rating: 1600 · first AC: 2024-10-18 · C# 10 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[-firefly-'s solution](#)

590.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2024-10-10 · C# 10 (first AC) · Tags: dp

[-firefly-'s solution](#)

591.

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2024-10-09 · C# 10 (first AC) · Tags: brute force, data structures, dp, greedy, strings

[-firefly-'s solution](#)

592.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2024-10-08 · C# 10 (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[-firefly-'s solution](#)

593.

1795D

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

Quality: 13,069 global accepts · Rating: 1600 · first AC: 2024-10-07 · C# 10 (first AC) · Tags: combinatorics, math

[-firefly-'s solution](#)

594.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: binary search, interactive

[-firefly-'s solution](#)

595.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: greedy, implementation, math

[-firefly-'s solution](#)

596.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: combinatorics, math, sortings

[-firefly-'s solution](#)

597.

1980E

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

Quality: 13,004 global accepts · Rating: 1600 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[-firefly-'s solution](#)

598.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[-firefly-'s solution](#)

599.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2024-09-23 · C# 10 (first AC) · Tags: implementation

[-firefly-'s solution](#)

600.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2024-09-18 · C# 10 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[-firefly-'s solution](#)

601.

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[-firefly-'s solution](#)

602.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[-firefly-'s solution](#)

603.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, sortings

[-firefly-'s solution](#)

604.

847B

[Preparing for Merge Sort](#) · [Tutorial](#)

Quality: 6,285 global accepts · Rating: 1600 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[-firefly-'s solution](#)

605.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[-firefly-'s solution](#)

606.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 1600 · first AC: 2024-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry

[-firefly-'s solution](#)

607.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2024-08-23 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: bitmasks, constructive algorithms

[-firefly-'s solution](#)

608.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[-firefly-'s solution](#)

609.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[-firefly-'s solution](#)

610.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, graphs, greedy, implementation, shortest paths

[-firefly-'s solution](#)

611.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,656 global accepts · Rating: 1600 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[-firefly-'s solution](#)

612.

476C

[Dreamoon and Sums](#) · [Tutorial](#)

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[-firefly-'s solution](#)

613.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,388 global accepts · Rating: 1600 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[-firefly-'s solution](#)

614.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[-firefly-'s solution](#)

615.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1600 · first AC: 2024-07-29 · C# 10 (first AC) · Tags: combinatorics, data structures, implementation, math

[-firefly-'s solution](#)

616.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-07-18 · C# 10 (first AC) · Tags: binary search, dp, two pointers

[-firefly-'s solution](#)

617.

1862E

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

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2024-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[-firefly-'s solution](#)

618.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,629 global accepts · Rating: 1600 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[-firefly-'s solution](#)

619.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 1700 · first AC: 2026-04-12 · C# 13 (first AC) · Tags: constructive algorithms, dp, greedy, math

[-firefly-'s solution](#)

620.

2205D

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

Quality: 4,920 global accepts · Rating: 1700 · first AC: 2026-02-26 · C# 13 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation, trees

[-firefly-'s solution](#)

621.

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-25 · C# 13 (first AC) · Tags: brute force, games, greedy, number theory
[-firefly-'s solution](#)

622.

2201B

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

Quality: 4,951 global accepts · Rating: 1700 · first AC: 2026-02-23 · C# 13 (first AC) · Tags: constructive algorithms
[-firefly-'s solution](#)

623.

2201A2

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

Quality: 5,083 global accepts · Rating: 1700 · first AC: 2026-02-23 · C# 13 (first AC) · Tags: data structures, dp
[-firefly-'s solution](#)

624.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C# 13 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[-firefly-'s solution](#)

625.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 1700 · first AC: 2025-12-11 · C# 13 (first AC) · Tags: binary search, bitmasks, brute force, greedy
[-firefly-'s solution](#)

626.

1760G

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

Quality: 10,313 global accepts · Rating: 1700 · first AC: 2025-12-08 · C# 13 (first AC) · Tags: bitmasks, dfs and similar, graphs
[-firefly-'s solution](#)

627.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C# 13 (first AC) · Tags: brute force, implementation
[-firefly-'s solution](#)

628.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2025-10-28 · C# 13 (first AC) · Tags: data structures, dsu, sortings
[-firefly-'s solution](#)

629.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C# 13 (first AC) · Tags: constructive algorithms, interactive, math
[-firefly-'s solution](#)

630.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · C# 13 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search
[-firefly-'s solution](#)

631.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C# 13 (first AC) · Tags: constructive algorithms, dfs and similar, graphs,

trees

[-firefly-'s solution](#)

632.

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-15 · C# 13 (first AC) · Tags: brute force, constructive algorithms, greedy

[-firefly-'s solution](#)

633.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C# 13 (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[-firefly-'s solution](#)

634.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 1700 · first AC: 2025-05-02 · C# 10 (first AC) · Tags: constructive algorithms, implementation

[-firefly-'s solution](#)

635.

269B

[Greenhouse Effect](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1700 · first AC: 2025-04-30 · C# 10 (first AC) · Tags: dp

[-firefly-'s solution](#)

636.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C# 10 (first AC) · Tags: binary search, dp, greedy, strings

[-firefly-'s solution](#)

637.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[-firefly-'s solution](#)

638.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-03 · C# 10 (first AC) · Tags: brute force, combinatorics, dp, math, strings

[-firefly-'s solution](#)

639.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, math

[-firefly-'s solution](#)

640.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[-firefly-'s solution](#)

641.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C# 10 (first AC) · Tags: data structures, divide and conquer, math, number theory

[-firefly-'s solution](#)

642.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[-firefly-'s solution](#)

643.

1324E

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

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2024-11-17 · C# 10 (first AC) · Tags: dp, implementation

[-firefly-'s solution](#)

644.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[-firefly-'s solution](#)

645.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C# 10 (first AC) · Tags: binary search, data structures, dp, greedy

[-firefly-'s solution](#)

646.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C# 10 (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[-firefly-'s solution](#)

647.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, shortest paths

[-firefly-'s solution](#)

648.

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[-firefly-'s solution](#)

649.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2024-10-18 · C# 10 (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[-firefly-'s solution](#)

650.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2024-10-14 · C# 10 (first AC) · Tags: brute force, geometry, greedy, implementation

[-firefly-'s solution](#)

651.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-10-09 · C# 10 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[-firefly-'s solution](#)

652.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: brute force, greedy, implementation, sortings
[-firefly-'s solution](#)

653.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,367 global accepts · Rating: 1700 · first AC: 2024-10-03 · C# 10 (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers
[-firefly-'s solution](#)

654.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: greedy
[-firefly-'s solution](#)

655.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees
[-firefly-'s solution](#)

656.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: constructive algorithms, math
[-firefly-'s solution](#)

657.

1579F

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

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[-firefly-'s solution](#)

658.

1579E2

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

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: data structures, greedy
[-firefly-'s solution](#)

659.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[-firefly-'s solution](#)

660.

644B

[Processing Queries](#) · [Tutorial](#)

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms, data structures, two pointers
[-firefly-'s solution](#)

661.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2024-09-08 · Go (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[-firefly-'s solution](#)

662.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle

[-firefly-'s solution](#)

663.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

664.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-03 · C# 10 (first AC) · Tags: bitmasks, data structures, flows, math

[-firefly-'s solution](#)

665.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C# 10 (first AC) · Tags: games, graphs, greedy, trees

[-firefly-'s solution](#)

666.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2024-08-29 · last AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math

[-firefly-'s solution](#)

667.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, implementation

[-firefly-'s solution](#)

668.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[-firefly-'s solution](#)

669.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[-firefly-'s solution](#)

670.

464A

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

Quality: 6,235 global accepts · Rating: 1700 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[-firefly-'s solution](#)

671.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[-firefly-'s solution](#)

672.

729D

[Sea Battle](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[-firefly-'s solution](#)

673.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2024-08-07 · last AC: 2024-08-07 · C# 10 (first AC) · Tags: brute force, greedy
[-firefly-'s solution](#)

674.

1999G2

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

Quality: 11,027 global accepts · Rating: 1700 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search
[-firefly-'s solution](#)

675.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[-firefly-'s solution](#)

676.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C# 10 (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
[-firefly-'s solution](#)

677.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C# 10 (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings
[-firefly-'s solution](#)

678.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-07 · C# 10 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
[-firefly-'s solution](#)

679.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[-firefly-'s solution](#)

680.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[-firefly-'s solution](#)

681.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory, sortings
[-firefly-'s solution](#)

682.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,277 global accepts · Rating: 1700 · first AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[-firefly-'s solution](#)

683.

2204E

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

Quality: 4,778 global accepts · Rating: 1800 · first AC: 2026-03-16 · C# 13 (first AC) · Tags: brute force, constructive algorithms, math

[-firefly-'s solution](#)

684.

2208D1

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

Quality: 4,199 global accepts · Rating: 1800 · first AC: 2026-03-14 · C# 13 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[-firefly-'s solution](#)

685.

2192D

[Cost of Tree](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1800 · first AC: 2026-02-21 · C# 13 (first AC) · Tags: dp, greedy, trees

[-firefly-'s solution](#)

686.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C# 13 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[-firefly-'s solution](#)

687.

2189C2

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

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C# 13 (first AC) · Tags: bitmasks, constructive algorithms, math

[-firefly-'s solution](#)

688.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C# 13 (first AC) · Tags: combinatorics, data structures, dsu, sortings

[-firefly-'s solution](#)

689.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · C# 13 (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[-firefly-'s solution](#)

690.

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-11 · C# 13 (first AC) · Tags: data structures, dp, graphs, sortings

[-firefly-'s solution](#)

691.

2145D

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

Quality: 6,661 global accepts · Rating: 1800 · first AC: 2025-10-06 · C# 13 (first AC) · Tags: constructive algorithms, dfs and similar, dp

[-firefly-'s solution](#)

692.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C# 13 (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[-firefly-'s solution](#)

693.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C# 13 (first AC) · Tags: brute force, dp, math

[-firefly-'s solution](#)

694.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-17 · C# 13 (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[-firefly-'s solution](#)

695.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-08 · C# 13 (first AC) · Tags: combinatorics, dfs and similar, trees

[-firefly-'s solution](#)

696.

845D

[Driving Test](#) · [Tutorial](#)

Quality: 2,576 global accepts · Rating: 1800 · first AC: 2025-04-30 · C# 10 (first AC) · Tags: data structures, dp, greedy

[-firefly-'s solution](#)

697.

690E1

[Photographs \(I\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1800 · first AC: 2025-04-30 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

698.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-08 · C# 10 (first AC) · Tags: bitmasks, brute force, greedy

[-firefly-'s solution](#)

699.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-03 · C# 10 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[-firefly-'s solution](#)

700.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2025-04-03 · last AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[-firefly-'s solution](#)

701.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C# 10 (first AC) · Tags: binary search, brute force, dp

[-firefly-'s solution](#)

702.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-18 · last AC: 2025-02-18 · C# 10 (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[-firefly-'s solution](#)

703.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2025-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[-firefly-'s solution](#)

704.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2024-12-08 · C# 10 (first AC) · Tags: bitmasks, divide and conquer, math

[-firefly-'s solution](#)

705.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[-firefly-'s solution](#)

706.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-12-03 · C# 10 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[-firefly-'s solution](#)

707.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C# 10 (first AC) · Tags: greedy

[-firefly-'s solution](#)

708.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C# 10 (first AC) · Tags: bitmasks, brute force, math, number theory

[-firefly-'s solution](#)

709.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2024-11-19 · C# 10 (first AC) · Tags: implementation

[-firefly-'s solution](#)

710.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-11-17 · C# 10 (first AC) · Tags: dfs and similar, dp, graphs, trees

[-firefly-'s solution](#)

711.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[-firefly-'s solution](#)

712.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C# 10 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[-firefly-'s solution](#)

713.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-24 · C# 10 (first AC) · Tags: brute force, math, number theory

[-firefly-'s solution](#)

714.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2024-10-18 · C# 10 (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[-firefly-'s solution](#)

715.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-10-14 · C# 10 (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[-firefly-'s solution](#)

716.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-13 · C# 10 (first AC) · Tags: dp, implementation

[-firefly-'s solution](#)

717.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2024-10-08 · C# 10 (first AC) · Tags: dp, greedy

[-firefly-'s solution](#)

718.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: dp, games, greedy, math, schedules

[-firefly-'s solution](#)

719.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2024-10-03 · C# 10 (first AC) · Tags: binary search, data structures, greedy

[-firefly-'s solution](#)

720.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,328 global accepts · Rating: 1800 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: dp, greedy

[-firefly-'s solution](#)

721.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1800 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: graphs, greedy, shortest paths

[-firefly-'s solution](#)

722.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-10-01 · C# 10 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[-firefly-'s solution](#)

723.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2024-09-30 · C# 10 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[-firefly-'s solution](#)

724.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[-firefly-'s solution](#)

725.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2024-09-25 · C# 10 (first AC) · Tags: binary search, dp, sortings, two pointers

[-firefly-'s solution](#)

726.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: dfs and similar, graphs, shortest paths

[-firefly-'s solution](#)

727.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C# 10 (first AC) · Tags: dp, implementation, strings

[-firefly-'s solution](#)

728.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[-firefly-'s solution](#)

729.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[-firefly-'s solution](#)

730.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,027 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer

[-firefly-'s solution](#)

731.

117B

[Very Interesting Game](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 1800 · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory

[-firefly-'s solution](#)

732.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-01 · C# 10 (first AC) · Tags: binary search, greedy, math, number theory

[-firefly-'s solution](#)

733.

2007E

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

Rating: 1800 · first AC: 2024-08-30 · C# 10 (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[-firefly-'s solution](#)

734.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[-firefly-'s solution](#)

735.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[-firefly-'s solution](#)

736.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,914 global accepts · Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[-firefly-'s solution](#)

737.

827B

[High Load](#) · [Tutorial](#)

Quality: 3,697 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, trees

[-firefly-'s solution](#)

738.

822D

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739.

1090D

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1468J

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742.

1995C

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743.

1990D

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744.

1725M

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745.

2217D

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746.

2189D1

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747.

2184G

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748.

2184F

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749.

2174B

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2149F

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754.

1914F

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755.

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2036F

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757.

2128E1

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758.

2121G

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759.

2117G

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2111E

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761.

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762.

2040D

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763.

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766.

1647D

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767.

1739D

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768.

1369D

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769.

1092F

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2049D

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2052E

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776.

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778.

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780.

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783.

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2019D

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1475G

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789.

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744B

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1017D

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797.

2009G1

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798.

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1055C

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2000F

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722D

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807.

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808.

2002D1

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810.

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811.

961E

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813.

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814.

1994D

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815.

1992F

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1175D

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817.

1986F

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818.

2215B

[RReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2000 · first AC: 2026-04-12 · C# 13 (first AC) · Tags: binary search, brute force, implementation, math, number theory

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819.

2217E

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2201C

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821.

2196C2

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822.

2178E

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823.

2179F

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824.

2165C

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[-firefly-'s solution](#)

825.

2135C

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826.

2126F

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827.

2114F

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828.

2073J

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829.

2085D

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830.

2051F

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Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-22 · C# 10 (first AC) · Tags: brute force, greedy, implementation, math

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831.

2048E

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832.

2052J

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Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-15 · C# 10 (first AC) · Tags: binary search, greedy, sortings

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833.

380C

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834.

1234E

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835.

2037G

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836.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C# 10 (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[-firefly-'s solution](#)

837.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2024-10-11 · last AC: 2024-10-11 · C# 10 (first AC) · Tags: binary search, data structures, math, sortings

[-firefly-'s solution](#)

838.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: constructive algorithms, sortings, strings

[-firefly-'s solution](#)

839.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: dp, greedy, sortings

[-firefly-'s solution](#)

840.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-09-30 · C# 10 (first AC) · Tags: data structures, dp

[-firefly-'s solution](#)

841.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[-firefly-'s solution](#)

842.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: binary search, brute force, dp

[-firefly-'s solution](#)

843.

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: dfs and similar, dp, greedy, trees

[-firefly-'s solution](#)

844.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[-firefly-'s solution](#)

845.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp

[-firefly-'s solution](#)

846.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[-firefly-'s solution](#)

847.

248C

[Robo-Footballer](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2000 · first AC: 2024-08-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[-firefly-'s solution](#)

848.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[-firefly-'s solution](#)

849.

360B

[Levko and Array](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 2000 · first AC: 2024-08-22 · last AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[-firefly-'s solution](#)

850.

681D

[Gifts by the List](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[-firefly-'s solution](#)

851.

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[-firefly-'s solution](#)

852.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[-firefly-'s solution](#)

853.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[-firefly-'s solution](#)

854.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[-firefly-'s solution](#)

855.

196B

[Infinite Maze](#) · [Tutorial](#)

Quality: 2,378 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[-firefly-'s solution](#)

856.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-22 · C# 10 (first AC) · Tags: bitmasks, greedy, math, trees

[-firefly-'s solution](#)

857.

2205E

[Simons and Dividing the Rhythm](#) · [Tutorial](#)

Quality: 1,571 global accepts · Rating: 2100 · first AC: 2026-02-26 · C# 13 (first AC) · Tags: combinatorics, data structures, dp, dsu, math, string suffix structures, strings

[-firefly-'s solution](#)

858.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2100 · first AC: 2026-02-21 · C# 13 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings

[-firefly-'s solution](#)

859.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-07 · C# 13 (first AC) · Tags: dp, math, number theory

[-firefly-'s solution](#)

860.

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C# 13 (first AC) · Tags: combinatorics, data structures, dp

[-firefly-'s solution](#)

861.

2169D2

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

Quality: 2,271 global accepts · Rating: 2100 · first AC: 2025-11-14 · C# 13 (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[-firefly-'s solution](#)

862.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2100 · first AC: 2025-10-28 · C# 13 (first AC) · Tags: 2-sat, dfs and similar, graphs

[-firefly-'s solution](#)

863.

2162F

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

Quality: 2,914 global accepts · Rating: 2100 · first AC: 2025-10-17 · C# 13 (first AC) · Tags: constructive algorithms, greedy

[-firefly-'s solution](#)

864.

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C# 13 (first AC) · Tags: binary search, data structures, greedy, sortings

[-firefly-'s solution](#)

865.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-25 · last AC: 2025-09-25 · C# 13 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities

[-firefly-'s solution](#)

866.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2025-09-13 · C# 13 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[-firefly-'s solution](#)

867.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C# 13 (first AC) · Tags: constructive algorithms, interactive, math

[-firefly-'s solution](#)

868.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2100 · first AC: 2025-08-21 · C# 13 (first AC) · Tags: dfs and similar, graphs, shortest paths

[-firefly-'s solution](#)

869.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-08-20 · C# 13 (first AC) · Tags: brute force, data structures, implementation

[-firefly-'s solution](#)

870.

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-02 · C# 13 (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[-firefly-'s solution](#)

871.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-05-03 · C# 10 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[-firefly-'s solution](#)

872.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2025-05-02 · C# 10 (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[-firefly-'s solution](#)

873.

1411D

[Grime Zoo](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2100 · first AC: 2025-04-09 · C# 10 (first AC) · Tags: brute force, greedy, implementation, strings

[-firefly-'s solution](#)

874.

217B

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

Quality: 1,093 global accepts · Rating: 2100 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[-firefly-'s solution](#)

875.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-04-03 · C# 10 (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[-firefly-'s solution](#)

876.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[-firefly-'s solution](#)

877.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, ternary search

[-firefly-'s solution](#)

878.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[-firefly-'s solution](#)

879.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C# 10 (first AC) · Tags: brute force, graphs

[-firefly-'s solution](#)

880.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[-firefly-'s solution](#)

881.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[-firefly-'s solution](#)

882.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[-firefly-'s solution](#)

883.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[-firefly-'s solution](#)

884.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[-firefly-'s solution](#)

885.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[-firefly-'s solution](#)

886.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[-firefly-'s solution](#)

887.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[-firefly-'s solution](#)

888.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2024-10-16 · C# 10 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[-firefly-'s solution](#)

889.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2024-10-01 · last AC: 2024-10-01 · C# 10 (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[-firefly-'s solution](#)

890.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[-firefly-'s solution](#)

891.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-09-27 · C# 10 (first AC) · Tags: dp, greedy, two pointers

[-firefly-'s solution](#)

892.

2005E1

[Subtriangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[-firefly-'s solution](#)

893.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[-firefly-'s solution](#)

894.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[-firefly-'s solution](#)

895.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-09-08 · C# 10 (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[-firefly-'s solution](#)

896.

838B

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

Quality: 1,077 global accepts · Rating: 2100 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[-firefly-'s solution](#)

897.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-01 · C# 10 (first AC) · Tags: binary search, brute force, greedy, math, number theory

[-firefly-'s solution](#)

898.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, sortings

[-firefly-'s solution](#)

899.

1184A2

[Heidi Learns Hashing \(Medium\)](#) · [Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2024-08-23 · last AC: 2024-08-24 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: brute force, number theory

[-firefly-'s solution](#)

900.

441D

[Valera and Swaps](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, implementation, math, string suffix structures

[-firefly-'s solution](#)

901.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[-firefly-'s solution](#)

902.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C# 10 (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[-firefly-'s solution](#)

903.

575F

[Bulbo](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2100 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[-firefly-'s solution](#)

904.

269C

[Flawed Flow](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy

[-firefly-'s solution](#)

905.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-12 · C# 13 (first AC) · Tags: bitmasks, brute force, communication, constructive

algorithms, graphs, interactive, trees

[-firefly-'s solution](#)

906.

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C# 13 (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[-firefly-'s solution](#)

907.

2203E

[Probabilistic Card Game](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2200 · first AC: 2026-02-25 · C# 13 (first AC) · Tags: binary search, data structures, games, greedy, math, ternary search

[-firefly-'s solution](#)

908.

2189D2

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

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C# 13 (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[-firefly-'s solution](#)

909.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C# 13 (first AC) · Tags: combinatorics, math, trees

[-firefly-'s solution](#)

910.

2179H

[Blackslex and Plants](#) · [Tutorial](#)

Quality: 1,302 global accepts · Rating: 2200 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: bitmasks, data structures, dp, implementation, math

[-firefly-'s solution](#)

911.

2179G

[Blackslex and Penguin Migration](#) · [Tutorial](#)

Quality: 1,208 global accepts · Rating: 2200 · first AC: 2025-12-23 · C# 13 (first AC) · Tags: brute force, interactive, math

[-firefly-'s solution](#)

912.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2025-12-15 · C# 13 (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[-firefly-'s solution](#)

913.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C# 13 (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[-firefly-'s solution](#)

914.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C# 13 (first AC) · Tags: constructive algorithms, greedy, implementation

[-firefly-'s solution](#)

915.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C# 13 (first AC) · Tags: games, greedy, math

[-firefly-'s solution](#)

916.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C# 13 (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[-firefly-'s solution](#)

917.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-09 · C# 13 (first AC) · Tags: bitmasks, combinatorics, dp

[-firefly-'s solution](#)

918.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2025-07-31 · C# 13 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[-firefly-'s solution](#)

919.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C# 13 (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[-firefly-'s solution](#)

920.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2025-06-25 · C# 13 (first AC) · Tags: bitmasks, dp, graphs

[-firefly-'s solution](#)

921.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C# 13 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[-firefly-'s solution](#)

922.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-15 · C# 13 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[-firefly-'s solution](#)

923.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C# 13 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[-firefly-'s solution](#)

924.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2200 · first AC: 2025-05-27 · last AC: 2025-05-28 · C# 10 (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[-firefly-'s solution](#)

925.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C# 10 (first AC) · Tags: binary search, brute force, implementation, interactive

[-firefly-'s solution](#)

926.

1400E

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

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2025-04-29 · C# 10 (first AC) · Tags: data structures, divide and conquer, dp, greedy
[-firefly-'s solution](#)

927.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-04-14 · C# 10 (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
[-firefly-'s solution](#)

928.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation
[-firefly-'s solution](#)

929.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math
[-firefly-'s solution](#)

930.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[-firefly-'s solution](#)

931.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-26 · C# 10 (first AC) · Tags: constructive algorithms, math, number theory
[-firefly-'s solution](#)

932.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C# 10 (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math
[-firefly-'s solution](#)

933.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp
[-firefly-'s solution](#)

934.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-03 · C# 10 (first AC) · Tags: combinatorics, dp, implementation, math
[-firefly-'s solution](#)

935.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[-firefly-'s solution](#)

936.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-12-03 · C# 10 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[-firefly-'s solution](#)

937.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[-firefly-'s solution](#)

938.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-11-25 · C# 10 (first AC) · Tags: bitmasks, dp

[-firefly-'s solution](#)

939.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[-firefly-'s solution](#)

940.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[-firefly-'s solution](#)

941.

1741G

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

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[-firefly-'s solution](#)

942.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[-firefly-'s solution](#)

943.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2024-10-07 · C# 10 (first AC) · Tags: binary search, data structures, dp, greedy, math

[-firefly-'s solution](#)

944.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[-firefly-'s solution](#)

945.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2024-10-04 · C# 10 (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[-firefly-'s solution](#)

946.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-10-02 · C# 10 (first AC) · Tags: constructive algorithms, greedy, trees
[-firefly-'s solution](#)

947.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2024-10-01 · C# 10 (first AC) · Tags: constructive algorithms, data structures, dp, greedy
[-firefly-'s solution](#)

948.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp
[-firefly-'s solution](#)

949.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: brute force, data structures, greedy, implementation
[-firefly-'s solution](#)

950.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2024-09-23 · C# 10 (first AC) · Tags: greedy, sortings, two pointers
[-firefly-'s solution](#)

951.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2024-09-23 · C# 10 (first AC) · Tags: greedy
[-firefly-'s solution](#)

952.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy
[-firefly-'s solution](#)

953.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[-firefly-'s solution](#)

954.

431E

[Chemistry Experiment](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2024-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, ternary search
[-firefly-'s solution](#)

955.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings
[-firefly-'s solution](#)

956.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C# 10 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[-firefly-'s solution](#)

957.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[-firefly-'s solution](#)

958.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2024-08-03 · C# 10 (first AC) · Tags: brute force, data structures, math, sortings

[-firefly-'s solution](#)

959.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-29 · C# 10 (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[-firefly-'s solution](#)

960.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-29 · last AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[-firefly-'s solution](#)

961.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[-firefly-'s solution](#)

962.

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2300 · first AC: 2026-04-07 · C# 13 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities

[-firefly-'s solution](#)

963.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C# 13 (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[-firefly-'s solution](#)

964.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-09-13 · C# 13 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[-firefly-'s solution](#)

965.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C# 13 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees

[-firefly-'s solution](#)

966.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-26 · C# 13 (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[-firefly-'s solution](#)

967.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2025-08-11 · C# 13 (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[-firefly-'s solution](#)

968.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-08-11 · C# 13 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[-firefly-'s solution](#)

969.

213D

[Stars](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 2300 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry

[-firefly-'s solution](#)

970.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[-firefly-'s solution](#)

971.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-11 · C# 10 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[-firefly-'s solution](#)

972.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, ternary search

[-firefly-'s solution](#)

973.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C# 10 (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[-firefly-'s solution](#)

974.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C# 10 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[-firefly-'s solution](#)

975.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[-firefly-'s solution](#)

976.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-15 · C# 10 (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[-firefly-'s solution](#)

977.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2024-10-14 · C# 10 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[-firefly-'s solution](#)

978.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-10-11 · C# 10 (first AC) · Tags: combinatorics, dp, implementation, math

[-firefly-'s solution](#)

979.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[-firefly-'s solution](#)

980.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[-firefly-'s solution](#)

981.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-09-23 · C# 10 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[-firefly-'s solution](#)

982.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, strings

[-firefly-'s solution](#)

983.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[-firefly-'s solution](#)

984.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-09-05 · C# 10 (first AC) · Tags: binary search, data structures, number theory, two pointers

[-firefly-'s solution](#)

985.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C# 10 (first AC) · Tags: brute force, data structures, dp

[-firefly-'s solution](#)

986.

2205F

[Simons and Reconstructing His Roads](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2400 · first AC: 2026-02-26 · C# 13 (first AC) · Tags: constructive algorithms, data structures, dsu, graphs
[-firefly-'s solution](#)

987.

2193H

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

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-01-25 · C# 13 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees
[-firefly-'s solution](#)

988.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-11 · C# 13 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[-firefly-'s solution](#)

989.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C# 13 (first AC) · Tags: combinatorics, math, probabilities
[-firefly-'s solution](#)

990.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C# 13 (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search
[-firefly-'s solution](#)

991.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C# 13 (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers
[-firefly-'s solution](#)

992.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-04-14 · C# 10 (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[-firefly-'s solution](#)

993.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-04-13 · C# 10 (first AC) · Tags: brute force, constructive algorithms, greedy, number theory
[-firefly-'s solution](#)

994.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-04-08 · C# 10 (first AC) · Tags: geometry, math, matrices
[-firefly-'s solution](#)

995.

1036F

[Relatively Prime Powers](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[-firefly-'s solution](#)

996.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C# 10 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[-firefly-'s solution](#)

997.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-12-03 · last AC: 2024-12-15 · C# 10 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[-firefly-'s solution](#)

998.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

999.

2024E

[C+K+S](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, hashing, strings

[-firefly-'s solution](#)

1000.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2024-11-19 · C# 10 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[-firefly-'s solution](#)

1001.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-10-01 · C# 10 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[-firefly-'s solution](#)

1002.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-09-24 · C# 10 (first AC) · Tags: math, sortings

[-firefly-'s solution](#)

1003.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-04 · C# 10 (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[-firefly-'s solution](#)

1004.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[-firefly-'s solution](#)

1005.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C# 13 (first AC) · Tags: combinatorics, math, probabilities

[-firefly-'s solution](#)

1006.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities
[-firefly-'s solution](#)

1007.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · last AC: 2025-09-09 · C# 13 (first AC) · Tags: bitmasks, combinatorics, dp, probabilities
[-firefly-'s solution](#)

1008.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-07-22 · C# 13 (first AC) · Tags: brute force, combinatorics, dp, math, two pointers
[-firefly-'s solution](#)

1009.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · C# 13 (first AC) · Tags: data structures, divide and conquer, sortings
[-firefly-'s solution](#)

1010.

2106G2

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

Quality: 610 global accepts · Rating: 2500 · first AC: 2025-04-24 · C# 10 (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees
[-firefly-'s solution](#)

1011.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C# 10 (first AC) · Tags: constructive algorithms, graphs, greedy
[-firefly-'s solution](#)

1012.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
[-firefly-'s solution](#)

1013.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-10-15 · C# 10 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
[-firefly-'s solution](#)

1014.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C# 10 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation
[-firefly-'s solution](#)

1015.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[-firefly-'s solution](#)

1016.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[-firefly-'s solution](#)

1017.

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-25 · C# 13 (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[-firefly-'s solution](#)

1018.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · last AC: 2025-11-28 · C# 13 (first AC) · Tags: bitmasks, dp

[-firefly-'s solution](#)

1019.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-28 · C# 13 (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers

[-firefly-'s solution](#)

1020.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-04-15 · C# 10 (first AC) · Tags: binary search, data structures, dp, two pointers

[-firefly-'s solution](#)

1021.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-25 · C# 10 (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[-firefly-'s solution](#)

1022.

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, matrices

[-firefly-'s solution](#)

1023.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, implementation

[-firefly-'s solution](#)

1024.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[-firefly-'s solution](#)

1025.

1990F

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

Quality: 430 global accepts · Rating: 2800 · first AC: 2024-07-21 · C# 10 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, two pointers

[-firefly-'s solution](#)

1026.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · last AC: 2026-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[-firefly-'s solution](#)

1027.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[-firefly-'s solution](#)

1028.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 3200 · first AC: 2025-07-28 · C# 13 (first AC) · Tags: graphs, greedy, shortest paths

[-firefly-'s solution](#)

1029.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,937 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[-firefly-'s solution](#)

1030.

2222D

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

Quality: 3,177 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: constructive algorithms, data structures, sortings

[-firefly-'s solution](#)

1031.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: dp, math

[-firefly-'s solution](#)

1032.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,265 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: greedy, sortings

[-firefly-'s solution](#)

1033.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: — · first AC: 2026-04-25 · C# 13 (first AC) · Tags: brute force, dp, math

[-firefly-'s solution](#)

1034.

2225F

[String Cutting](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: — · first AC: 2026-04-21 · C# 13 (first AC) · Tags: binary search, brute force, greedy, hashing, string suffix structures, strings

[-firefly-'s solution](#)

1035.

2225D

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

Quality: 6,600 global accepts · Rating: — · first AC: 2026-04-21 · C# 13 (first AC) · Tags: bitmasks, brute force, math

[-firefly-'s solution](#)

1036.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,318 global accepts · Rating: — · first AC: 2026-04-21 · C# 13 (first AC) · Tags: dp, greedy

[-firefly-'s solution](#)

1037.

2225B

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

Quality: 14,120 global accepts · Rating: — · first AC: 2026-04-21 · C# 13 (first AC) · Tags: brute force, greedy

[-firefly-'s solution](#)

1038.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,654 global accepts · Rating: — · first AC: 2026-04-21 · C# 13 (first AC) · Tags: greedy, math

[-firefly-'s solution](#)

1039.

2220A

[Blocked](#) · [Tutorial](#)

Quality: 18,106 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[-firefly-'s solution](#)

1040.

2220B

[OIE Excursion](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: greedy

[-firefly-'s solution](#)

1041.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C# 13 (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[-firefly-'s solution](#)

1042.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C# 13 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[-firefly-'s solution](#)

1043.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C# 13 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[-firefly-'s solution](#)

1044.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,987 global accepts · Rating: — · first AC: 2026-04-13 · C# 13 (first AC) · Tags: brute force, constructive algorithms, math, number theory

[-firefly-'s solution](#)

1045.

106290D

[Tutorial](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1046.

106290J

[CZ and DP](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1047.

106290K
[TMT Remi](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1048.

106290H
[yTUE](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1049.

106290L
[Jump Jump](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1050.

106290I
[Ph mEx](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1051.

106290F
[NCE](#) · [Tutorial](#) · [u b Vh](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1052.

106290E
[NtMaL](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1053.

106290C
[-Epo8b](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1054.

106290B
[Bingo!](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1055.

106290A
[Hello, Harbin Institute of Technology!](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-04 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1056.

106239N
[g YsNy S0cb](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —
[-firefly-'s solution](#)

1057.

106239F
[\[Tutorial\] If](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1058.

106239I

[kôryû](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1059.

106239K

[~jkuatvö](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1060.

106239E

[•\(əps0s](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1061.

106239M

[eLN°vigeLN°](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1062.

106239L

[I-ftutorial](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1063.

106239J

[SOOnajřšČ](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1064.

106239H

[eyücez](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1065.

106239C

[S-T0NX](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1066.

106239A

[g-jigYv„S:ô](#)

Rating: — · first AC: 2025-12-08 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1067.

106049G

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

Rating: — · first AC: 2025-08-22 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1068.

106049H

[Cool Operations](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1069.

106049B

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

Rating: — · first AC: 2025-08-22 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1070.

106049F

[RBS Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1071.

106049E

[Diagonal Modification](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1072.

106049D

[Explosive String](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1073.

106049C

[Alyona Loves Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1074.

106049A

[Three Moves Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C# 13 (first AC) · Tags: —

[-firefly-'s solution](#)

1075.

105741G

[Time is Moinkney](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1076.

105741F

[Far Far Away](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1077.

105741E

[Crumby Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1078.

105741D

[The Gingerbread Man and Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1079.

105741C

[Porridge Chef](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1080.

105445C

[Sigma Problem \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1081.

105445B

[Interviews](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1082.

105445A

[Sum Fun](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-25 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1083.

105418C

[Reduce or Divide](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · Go (first AC) · Tags: —

[-firefly-'s solution](#)

1084.

105418F

[Oddly Even Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[-firefly-'s solution](#)

1085.

105418H

[AI Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[-firefly-'s solution](#)

1086.

105418E

[Magical Coins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[-firefly-'s solution](#)

1087.

105418G

[Odd Non Primes](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[-firefly-'s solution](#)

1088.

105418D

[Harsh and profits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[-firefly-'s solution](#)

1089.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[-firefly-'s solution](#)

1090.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · Go (first AC) · Tags: —

[-firefly-'s solution](#)

1091.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[-firefly-'s solution](#)

1092.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[-firefly-'s solution](#)

1093.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1094.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[-firefly-'s solution](#)

1095.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[-firefly-'s solution](#)

1096.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[-firefly-'s solution](#)

1097.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[-firefly-'s solution](#)

1098.

105390D

[String From Another World](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1099.

105390C2

[Yet Another Nim Game \(Counting version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1100.

105390C1

[Yet Another Nim Game \(Constructive version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1101.

105390B

[Simple Update - II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1102.

105390A

[Simple Update - I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1103.

105336A

[Q&A Tutorial](#)

Rating: — · first AC: 2024-09-09 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1104.

105336J

[b-Tutorial](#)

Rating: — · first AC: 2024-09-09 · Go (first AC) · Tags: —

[-firefly-'s solution](#)

1105.

105336K

[SOL for n8b](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-firefly-'s solution](#)

1106.

105336B

[Q&A Tutorial](#)

Rating: — · first AC: 2024-09-09 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1107.

105336D

[• xTb%lãx Vh](#)

Rating: — · first AC: 2024-09-09 · Go (first AC) · Tags: —

[-firefly-'s solution](#)

1108.

105336L

[• Q&A • \[](#)

Rating: — · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: —

[-firefly-'s solution](#)

1109.

105158D

[• ÝbNkÔ](#)

Rating: — · first AC: 2024-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[-firefly-'s solution](#)

1110.

105158C

[N-NcUÂN_%bSkÔ•\[](#)

Rating: — · first AC: 2024-09-02 · Go (first AC) · Tags: —

[-firefly-'s solution](#)

1111.

105158H

[• Q&A](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[-firefly-'s solution](#)

1112.

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · Go (first AC) · Tags: —

[-firefly-'s solution](#)

1113.

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[-firefly-'s solution](#)

1114.

105158K

[h N tutorial](#)

Rating: — · first AC: 2024-09-02 · C# 10 (first AC) · Tags: —

[-firefly-'s solution](#)

1115.

105158M

[g tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[-firefly-'s solution](#)

1116.

105158J

[c'Run Step](#)

Rating: — · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: —

[-firefly-'s solution](#)

1117.

105158L

[Toxel N PCPC-III tutorial](#)

Rating: — · first AC: 2024-09-02 · Go (first AC) · Tags: —

[-firefly-'s solution](#)

1118.

105158F

[Otyan & N2](#)

Rating: — · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: —

[-firefly-'s solution](#)