

Unique solved — 0x0002

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6.

2082A

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8.

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9.

2062A

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11.

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2039A

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20.

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22.

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29.

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30.

1731A

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32.

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1622A

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855A

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36.

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37.

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41.

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45.

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1797A

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48.

1867A

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52.

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54.

1929B

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58.

1913A

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1891A

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1829C

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69.

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70.

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71.

1811A

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72.

1673A

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73.

1881A

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74.

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1921A

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1922A

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77.

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78.

1873B

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79.

1873A

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80.

1915C

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81.

1915B

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1915A

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83.

1916A

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84.

1909A

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85.

1901A

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86.

1894A

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87.

1895B

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88.

1895A

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89.

1847A

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90.

1882A

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91.

1866A

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92.

1861A

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93.

1863A

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94.

1864A

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95.

1858A

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96.

1859A

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97.

1352A

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98.

1611B

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99.

1611A

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100.

1760C

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101.

1760B

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

Quality: 53,351 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[0x0002's solution](#)

102.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,955 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[0x0002's solution](#)

103.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,947 global accepts · Rating: 800 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[0x0002's solution](#)

104.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,338 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[0x0002's solution](#)

105.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,359 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[0x0002's solution](#)

106.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,755 global accepts · Rating: 800 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[0x0002's solution](#)

107.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,549 global accepts · Rating: 800 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[0x0002's solution](#)

108.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,384 global accepts · Rating: 800 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[0x0002's solution](#)

109.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,219 global accepts · Rating: 800 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[0x0002's solution](#)

110.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[0x0002's solution](#)

111.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[0x0002's solution](#)

112.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[0x0002's solution](#)

113.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,961 global accepts · Rating: 800 · first AC: 2023-07-11 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[0x0002's solution](#)

114.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[0x0002's solution](#)

115.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[0x0002's solution](#)

116.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,087 global accepts · Rating: 800 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[0x0002's solution](#)

117.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,978 global accepts · Rating: 800 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: strings
[0x0002's solution](#)

118.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[0x0002's solution](#)

119.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[0x0002's solution](#)

120.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[0x0002's solution](#)

121.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,488 global accepts · Rating: 800 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math
[0x0002's solution](#)

122.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers
[0x0002's solution](#)

123.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[0x0002's solution](#)

124.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[0x0002's solution](#)

125.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,037 global accepts · Rating: 800 · first AC: 2023-01-21 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[0x0002's solution](#)

126.

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[0x0002's solution](#)

127.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory
[0x0002's solution](#)

128.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-16 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[0x0002's solution](#)

129.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
[0x0002's solution](#)

130.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[0x0002's solution](#)

131.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,643 global accepts · Rating: 800 · first AC: 2022-11-20 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms
[0x0002's solution](#)

132.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: math
[0x0002's solution](#)

133.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[0x0002's solution](#)

134.

1748A

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

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[0x0002's solution](#)

135.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

136.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,870 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[0x0002's solution](#)

137.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math

[0x0002's solution](#)

138.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

139.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[0x0002's solution](#)

140.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

141.

1717A

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

Quality: 20,957 global accepts · Rating: 800 · first AC: 2022-09-02 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[0x0002's solution](#)

142.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

143.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[0x0002's solution](#)

144.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[0x0002's solution](#)

145.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2022-10-02 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

146.

1729B

[Decode String](#) · [Tutorial](#)

Quality: 32,478 global accepts · Rating: 800 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[0x0002's solution](#)

147.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

148.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2022-08-27 · last AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[0x0002's solution](#)

149.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

150.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2022-08-13 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[0x0002's solution](#)

151.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2022-08-13 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[0x0002's solution](#)

152.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,266 global accepts · Rating: 800 · first AC: 2022-08-11 · last AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

153.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,160 global accepts · Rating: 800 · first AC: 2021-01-16 · last AC: 2022-08-12 · GNU C++11 (first AC) · Tags: greedy

[0x0002's solution](#)

154.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[0x0002's solution](#)

155.

1462A

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

Quality: 48,980 global accepts · Rating: 800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers
[0x0002's solution](#)

156.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2022-08-04 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[0x0002's solution](#)

157.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,848 global accepts · Rating: 800 · first AC: 2022-08-04 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[0x0002's solution](#)

158.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[0x0002's solution](#)

159.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[0x0002's solution](#)

160.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2022-07-24 · last AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[0x0002's solution](#)

161.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,597 global accepts · Rating: 800 · first AC: 2022-07-21 · last AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
[0x0002's solution](#)

162.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[0x0002's solution](#)

163.

1705A

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

Quality: 26,583 global accepts · Rating: 800 · first AC: 2022-07-15 · last AC: 2022-07-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[0x0002's solution](#)

164.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,844 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[0x0002's solution](#)

165.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,194 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[0x0002's solution](#)

166.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,271 global accepts · Rating: 800 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[0x0002's solution](#)

167.

1702B

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

Quality: 29,309 global accepts · Rating: 800 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[0x0002's solution](#)

168.

1702A

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

Quality: 38,183 global accepts · Rating: 800 · first AC: 2022-07-11 · last AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

169.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-08 · last AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[0x0002's solution](#)

170.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2022-07-08 · last AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[0x0002's solution](#)

171.

1699A

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

Quality: 24,781 global accepts · Rating: 800 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

172.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2022-07-01 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

173.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-28 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[0x0002's solution](#)

174.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-28 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[0x0002's solution](#)

175.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

176.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[0x0002's solution](#)

177.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[0x0002's solution](#)

178.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[0x0002's solution](#)

179.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2022-02-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[0x0002's solution](#)

180.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,577 global accepts · Rating: 800 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[0x0002's solution](#)

181.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,948 global accepts · Rating: 800 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[0x0002's solution](#)

182.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,832 global accepts · Rating: 800 · first AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[0x0002's solution](#)

183.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,548 global accepts · Rating: 800 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[0x0002's solution](#)

184.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,129 global accepts · Rating: 800 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

185.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings
[0x0002's solution](#)

186.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,568 global accepts · Rating: 800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[0x0002's solution](#)

187.

1551A

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

Quality: 58,367 global accepts · Rating: 800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[0x0002's solution](#)

188.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[0x0002's solution](#)

189.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[0x0002's solution](#)

190.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: brute force, math
[0x0002's solution](#)

191.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,465 global accepts · Rating: 800 · first AC: 2021-02-05 · last AC: 2021-07-02 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

192.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2021-06-12 · last AC: 2021-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms
[0x0002's solution](#)

193.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,099 global accepts · Rating: 800 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

194.

688A

[Opponents](#) · [Tutorial](#)

Quality: 14,807 global accepts · Rating: 800 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

195.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[0x0002's solution](#)

196.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

197.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,317 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: implementation, math

[0x0002's solution](#)

198.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,758 global accepts · Rating: 800 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings

[0x0002's solution](#)

199.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: greedy, math

[0x0002's solution](#)

200.

1405A

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

Quality: 21,908 global accepts · Rating: 800 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

201.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,969 global accepts · Rating: 800 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: implementation, math

[0x0002's solution](#)

202.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,135 global accepts · Rating: 800 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

203.

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[0x0002's solution](#)

204.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,635 global accepts · Rating: 800 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[0x0002's solution](#)

205.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

206.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,875 global accepts · Rating: 800 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

207.

931A

[Friends Meeting](#) · [Tutorial](#)

Quality: 13,090 global accepts · Rating: 800 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[0x0002's solution](#)

208.

155A

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

Quality: 93,683 global accepts · Rating: 800 · first AC: 2021-03-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[0x0002's solution](#)

209.

676A

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

Quality: 14,703 global accepts · Rating: 800 · first AC: 2021-01-18 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[0x0002's solution](#)

210.

1194A

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

Quality: 17,377 global accepts · Rating: 800 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: math
[0x0002's solution](#)

211.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,051 global accepts · Rating: 800 · first AC: 2021-02-16 · last AC: 2021-02-16 · GNU C++11 (first AC) · Tags: math, sortings
[0x0002's solution](#)

212.

1013A

[Piles With Stones](#) · [Tutorial](#)

Quality: 11,708 global accepts · Rating: 800 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: math
[0x0002's solution](#)

213.

22A

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

Quality: 27,090 global accepts · Rating: 800 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: brute force
[0x0002's solution](#)

214.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: brute force, implementation
[0x0002's solution](#)

215.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

216.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[0x0002's solution](#)

217.

681A

[A Good Contest](#) · [Tutorial](#)

Quality: 16,866 global accepts · Rating: 800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

218.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: strings

[0x0002's solution](#)

219.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,310 global accepts · Rating: 800 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: math

[0x0002's solution](#)

220.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,177 global accepts · Rating: 800 · first AC: 2021-01-26 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[0x0002's solution](#)

221.

984A

[Game](#) · [Tutorial](#)

Quality: 20,744 global accepts · Rating: 800 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: sortings

[0x0002's solution](#)

222.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 800 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: math, number theory

[0x0002's solution](#)

223.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

224.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,495 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[0x0002's solution](#)

225.

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,425 global accepts · Rating: 800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[0x0002's solution](#)

226.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,827 global accepts · Rating: 800 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[0x0002's solution](#)

227.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,794 global accepts · Rating: 800 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: math

[0x0002's solution](#)

228.

1097A

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

Quality: 43,814 global accepts · Rating: 800 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

229.

546A

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

Quality: 235,269 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math
[0x0002's solution](#)

230.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,561 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation, strings
[0x0002's solution](#)

231.

266A

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

Quality: 244,640 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

232.

112A

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

Quality: 287,327 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation, strings
[0x0002's solution](#)

233.

110A

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

Quality: 199,544 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

234.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force
[0x0002's solution](#)

235.

1005A

[Tanya and Stairways](#) · [Tutorial](#)

Quality: 27,519 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

236.

994A

[Fingerprints](#) · [Tutorial](#)

Quality: 15,214 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

237.

746A

[Compote](#) · [Tutorial](#)

Quality: 23,844 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation, math
[0x0002's solution](#)

238.

750A

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

Quality: 92,571 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math
[0x0002's solution](#)

239.

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,149 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: games, math
[0x0002's solution](#)

240.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: brute force, greedy

[0x0002's solution](#)

241.

255A

[Greg's Workout](#) · [Tutorial](#)

Quality: 31,202 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

242.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: *special, brute force, implementation

[0x0002's solution](#)

243.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,927 global accepts · Rating: 800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: brute force

[0x0002's solution](#)

244.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,845 global accepts · Rating: 800 · first AC: 2021-01-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[0x0002's solution](#)

245.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

246.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,985 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

247.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation, math

[0x0002's solution](#)

248.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

249.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,737 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[0x0002's solution](#)

250.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

251.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,687 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

252.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[0x0002's solution](#)

253.

1451A

[Subtract or Divide](#) · [Tutorial](#)

Quality: 25,282 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: greedy, math

[0x0002's solution](#)

254.

1353A

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

Quality: 44,591 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

255.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C11 (first AC) · Tags: math

[0x0002's solution](#)

256.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C11 (first AC) · Tags: greedy, math

[0x0002's solution](#)

257.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

258.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,797 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

259.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,599 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

260.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force, math

[0x0002's solution](#)

261.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

262.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,712 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: graphs

[0x0002's solution](#)

263.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

264.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,239 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

265.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

266.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: greedy

[0x0002's solution](#)

267.

952A

[Quirky Quantifiers](#) · [Tutorial](#)

Quality: 11,977 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: *special, math

[0x0002's solution](#)

268.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

269.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

270.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

271.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,818 global accepts · Rating: 800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: math

[0x0002's solution](#)

272.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,213 global accepts · Rating: 800 · first AC: 2021-01-02 · GNU C11 (first AC) · Tags: constructive algorithms, greedy, number theory

[0x0002's solution](#)

273.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[0x0002's solution](#)

274.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,029 global accepts · Rating: 800 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

275.

1461A

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

Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-19 · last AC: 2020-12-20 · GNU C11 (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

276.

977A

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

Quality: 217,546 global accepts · Rating: 800 · first AC: 2020-12-19 · GNU C11 (first AC) · Tags: implementation

[0x0002's solution](#)

277.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2020-12-19 · GNU C11 (first AC) · Tags: brute force

[0x0002's solution](#)

278.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

279.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[0x0002's solution](#)

280.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2020-12-05 · GNU C++11 (first AC) · Tags: *special, implementation, sortings

[0x0002's solution](#)

281.

1337A

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

Quality: 42,916 global accepts · Rating: 800 · first AC: 2020-11-26 · GNU C11 (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

282.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[0x0002's solution](#)

283.

680A

[Bear and Five Cards](#) · [Tutorial](#)

Quality: 13,295 global accepts · Rating: 800 · first AC: 2020-11-24 · last AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[0x0002's solution](#)

284.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2020-11-23 · last AC: 2020-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

285.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[0x0002's solution](#)

286.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[0x0002's solution](#)

287.

281A

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

Quality: 271,062 global accepts · Rating: 800 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

288.

38A

[Army](#) · [Tutorial](#)

Quality: 26,490 global accepts · Rating: 800 · first AC: 2020-11-19 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

289.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,637 global accepts · Rating: 800 · first AC: 2020-11-09 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

290.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2020-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[0x0002's solution](#)

291.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: implementation, math

[0x0002's solution](#)

292.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,210 global accepts · Rating: 800 · first AC: 2020-11-01 · last AC: 2020-11-01 · GNU C++11 (first AC) · Tags: math

[0x0002's solution](#)

293.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[0x0002's solution](#)

294.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2020-10-31 · GNU C11 (first AC) · Tags: math

[0x0002's solution](#)

295.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

296.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[0x0002's solution](#)

297.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

298.

2028A

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

Quality: 20,311 global accepts · Rating: 900 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[0x0002's solution](#)

299.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[0x0002's solution](#)

300.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

301.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[0x0002's solution](#)

302.

1927B

[Following the String](#) · [Tutorial](#)

Quality: 38,142 global accepts · Rating: 900 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[0x0002's solution](#)

303.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[0x0002's solution](#)

304.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,406 global accepts · Rating: 900 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

305.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[0x0002's solution](#)

306.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings
[0x0002's solution](#)

307.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,715 global accepts · Rating: 900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: strings
[0x0002's solution](#)

308.

1875A

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

Quality: 47,032 global accepts · Rating: 900 · first AC: 2023-09-30 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[0x0002's solution](#)

309.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[0x0002's solution](#)

310.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,787 global accepts · Rating: 900 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[0x0002's solution](#)

311.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,842 global accepts · Rating: 900 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[0x0002's solution](#)

312.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[0x0002's solution](#)

313.

1833B

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

Quality: 29,624 global accepts · Rating: 900 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[0x0002's solution](#)

314.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
[0x0002's solution](#)

315.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[0x0002's solution](#)

316.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math
[0x0002's solution](#)

317.

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[0x0002's solution](#)

318.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,637 global accepts · Rating: 900 · first AC: 2023-01-05 · last AC: 2023-01-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[0x0002's solution](#)

319.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[0x0002's solution](#)

320.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 900 · first AC: 2022-10-02 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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321.

1714A

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

Quality: 32,902 global accepts · Rating: 900 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[0x0002's solution](#)

322.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[0x0002's solution](#)

323.

1709B

[Also Try Minecraft](#) · [Tutorial](#)

Quality: 25,844 global accepts · Rating: 900 · first AC: 2022-07-21 · last AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation
[0x0002's solution](#)

324.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,912 global accepts · Rating: 900 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[0x0002's solution](#)

325.

1696B

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

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-06-25 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[0x0002's solution](#)

326.

10A

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

Quality: 8,348 global accepts · Rating: 900 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[0x0002's solution](#)

327.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[0x0002's solution](#)

328.

616A

[Comparing Two Long Integers](#) · [Tutorial](#)

Quality: 10,833 global accepts · Rating: 900 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[0x0002's solution](#)

329.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[0x0002's solution](#)

330.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,993 global accepts · Rating: 900 · first AC: 2021-06-05 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[0x0002's solution](#)

331.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[0x0002's solution](#)

332.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: implementation, strings
[0x0002's solution](#)

333.

1475B

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

Quality: 57,268 global accepts · Rating: 900 · first AC: 2021-04-21 · last AC: 2021-04-21 · GNU C++11 (first AC) · Tags: brute force, dp, math
[0x0002's solution](#)

334.

729A

[Interview with Oleg](#) · [Tutorial](#)

Quality: 8,096 global accepts · Rating: 900 · first AC: 2021-04-20 · last AC: 2021-04-20 · GNU C++11 (first AC) · Tags: implementation, strings
[0x0002's solution](#)

335.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2021-04-06 · last AC: 2021-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[0x0002's solution](#)

336.

801B

[Valued Keys](#) · [Tutorial](#)

Quality: 11,220 global accepts · Rating: 900 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[0x0002's solution](#)

337.

653A

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

Quality: 9,182 global accepts · Rating: 900 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[0x0002's solution](#)

338.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

339.

1238A

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

Quality: 28,069 global accepts · Rating: 900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: math, number theory
[0x0002's solution](#)

340.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: implementation, strings
[0x0002's solution](#)

341.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation, math
[0x0002's solution](#)

342.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: greedy
[0x0002's solution](#)

343.

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,973 global accepts · Rating: 900 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

344.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: implementation
[0x0002's solution](#)

345.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: implementation, math
[0x0002's solution](#)

346.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,518 global accepts · Rating: 900 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: greedy, implementation
[0x0002's solution](#)

347.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: math

[0x0002's solution](#)

348.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,635 global accepts · Rating: 900 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[0x0002's solution](#)

349.

1430A

[Number of Apartments](#) · [Tutorial](#)

Quality: 21,755 global accepts · Rating: 900 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

[0x0002's solution](#)

350.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,382 global accepts · Rating: 900 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: math

[0x0002's solution](#)

351.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[0x0002's solution](#)

352.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

353.

948A

[Protect Sheep](#) · [Tutorial](#)

Quality: 15,320 global accepts · Rating: 900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[0x0002's solution](#)

354.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[0x0002's solution](#)

355.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,599 global accepts · Rating: 900 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[0x0002's solution](#)

356.

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: implementation, math

[0x0002's solution](#)

357.

1141B

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

Quality: 23,081 global accepts · Rating: 900 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

358.

913A

[Modular Exponentiation](#) · [Tutorial](#)

Quality: 24,181 global accepts · Rating: 900 · first AC: 2020-12-20 · GNU C11 (first AC) · Tags: implementation, math

[0x0002's solution](#)

359.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

360.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[0x0002's solution](#)

361.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

362.

810A

[Straight <<A>>](#) · [Tutorial](#)

Quality: 9,278 global accepts · Rating: 900 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: implementation, math

[0x0002's solution](#)

363.

598A

[Tricky Sum](#) · [Tutorial](#)

Quality: 32,223 global accepts · Rating: 900 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: math

[0x0002's solution](#)

364.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,772 global accepts · Rating: 900 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[0x0002's solution](#)

365.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[0x0002's solution](#)

366.

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,284 global accepts · Rating: 1000 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[0x0002's solution](#)

367.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[0x0002's solution](#)

368.

2039B

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

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[0x0002's solution](#)

369.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,993 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[0x0002's solution](#)

370.

1987B

[K-Sort](#) · [Tutorial](#)

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

[0x0002's solution](#)

371.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[0x0002's solution](#)

372.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[0x0002's solution](#)

373.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,937 global accepts · Rating: 1000 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[0x0002's solution](#)

374.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,285 global accepts · Rating: 1000 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: strings

[0x0002's solution](#)

375.

1927C

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

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[0x0002's solution](#)

376.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[0x0002's solution](#)

377.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[0x0002's solution](#)

378.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math,

number theory

[0x0002's solution](#)

379.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[0x0002's solution](#)

380.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

381.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,208 global accepts · Rating: 1000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[0x0002's solution](#)

382.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,290 global accepts · Rating: 1000 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[0x0002's solution](#)

383.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[0x0002's solution](#)

384.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[0x0002's solution](#)

385.

1859B

[Ol'ya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,922 global accepts · Rating: 1000 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[0x0002's solution](#)

386.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

387.

1760D

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

Quality: 27,019 global accepts · Rating: 1000 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[0x0002's solution](#)

388.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,392 global accepts · Rating: 1000 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[0x0002's solution](#)

389.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,249 global accepts · Rating: 1000 · first AC: 2023-07-11 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

390.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[0x0002's solution](#)

391.

1786C

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

Rating: 1000 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[0x0002's solution](#)

392.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

393.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[0x0002's solution](#)

394.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[0x0002's solution](#)

395.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,881 global accepts · Rating: 1000 · first AC: 2022-08-27 · last AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[0x0002's solution](#)

396.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,621 global accepts · Rating: 1000 · first AC: 2022-08-21 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

397.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[0x0002's solution](#)

398.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,932 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[0x0002's solution](#)

399.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2020-11-08 · last AC: 2022-03-24 · GNU C++11 (first AC) · Tags: math

[0x0002's solution](#)

400.

1225B1

[TV Subscriptions \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 1000 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[0x0002's solution](#)

401.

753A

[Santa Claus and Candies](#) · [Tutorial](#)

Quality: 9,924 global accepts · Rating: 1000 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[0x0002's solution](#)

402.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[0x0002's solution](#)

403.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[0x0002's solution](#)

404.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: greedy, sortings

[0x0002's solution](#)

405.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-05-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[0x0002's solution](#)

406.

1133A

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

Quality: 19,708 global accepts · Rating: 1000 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[0x0002's solution](#)

407.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[0x0002's solution](#)

408.

862A

[Mahmoud and Ehab and the MEX](#) · [Tutorial](#)

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2021-03-09 · last AC: 2021-03-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[0x0002's solution](#)

409.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2021-01-16 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

410.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,550 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[0x0002's solution](#)

411.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

412.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[0x0002's solution](#)

413.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,720 global accepts · Rating: 1000 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[0x0002's solution](#)

414.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,303 global accepts · Rating: 1000 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: brute force, math

[0x0002's solution](#)

415.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

416.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

417.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

418.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation, math

[0x0002's solution](#)

419.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,693 global accepts · Rating: 1000 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: sortings

[0x0002's solution](#)

420.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: math

[0x0002's solution](#)

421.

886B

[Vlad and Cafes](#) · [Tutorial](#)

Quality: 8,415 global accepts · Rating: 1000 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: —

[0x0002's solution](#)

422.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

423.

75A

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

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2020-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[0x0002's solution](#)

424.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C11 (first AC) · Tags: greedy, math

[0x0002's solution](#)

425.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

426.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2020-10-31 · last AC: 2020-10-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation

[0x0002's solution](#)

427.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2020-10-29 · last AC: 2020-10-29 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

428.

284B

[Cows and Poker Game](#) · [Tutorial](#)

Quality: 7,365 global accepts · Rating: 1000 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

429.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[0x0002's solution](#)

430.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[0x0002's solution](#)

431.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[0x0002's solution](#)

432.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 21,887 global accepts · Rating: 1100 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[0x0002's solution](#)

433.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,743 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[0x0002's solution](#)

434.

2025B

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

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

435.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[0x0002's solution](#)

436.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[0x0002's solution](#)

437.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[0x0002's solution](#)

438.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

439.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[0x0002's solution](#)

440.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[0x0002's solution](#)

441.

1797B

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

Quality: 24,623 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

442.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,639 global accepts · Rating: 1100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[0x0002's solution](#)

443.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[0x0002's solution](#)

444.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2024-01-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[0x0002's solution](#)

445.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[0x0002's solution](#)

446.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[0x0002's solution](#)

447.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,632 global accepts · Rating: 1100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[0x0002's solution](#)

448.

1811C

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

Quality: 22,232 global accepts · Rating: 1100 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

449.

1673B

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

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[0x0002's solution](#)

450.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[0x0002's solution](#)

451.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[0x0002's solution](#)

452.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[0x0002's solution](#)

453.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,535 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[0x0002's solution](#)

454.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[0x0002's solution](#)

455.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-27 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[0x0002's solution](#)

456.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[0x0002's solution](#)

457.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,715 global accepts · Rating: 1100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[0x0002's solution](#)

458.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,854 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[0x0002's solution](#)

459.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[0x0002's solution](#)

460.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,013 global accepts · Rating: 1100 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[0x0002's solution](#)

461.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,508 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[0x0002's solution](#)

462.

1821B

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

Quality: 28,344 global accepts · Rating: 1100 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy
[0x0002's solution](#)

463.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,019 global accepts · Rating: 1100 · first AC: 2023-04-15 · last AC: 2023-04-28 · C++20 (GCC 11-64) (first AC) · Tags: math, strings, two pointers
[0x0002's solution](#)

464.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[0x0002's solution](#)

465.

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-22 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[0x0002's solution](#)

466.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · last AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[0x0002's solution](#)

467.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-09-22 · last AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[0x0002's solution](#)

468.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2022-08-13 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[0x0002's solution](#)

469.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2022-08-12 · last AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[0x0002's solution](#)

470.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,079 global accepts · Rating: 1100 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[0x0002's solution](#)

471.

801A

[Vicious Keyboard](#) · [Tutorial](#)

Quality: 7,674 global accepts · Rating: 1100 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[0x0002's solution](#)

472.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-12 · last AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, strings

[0x0002's solution](#)

473.

1702C

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

Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-12 · last AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[0x0002's solution](#)

474.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[0x0002's solution](#)

475.

7A

[Kalevitch and Chess](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2021-06-08 · last AC: 2021-08-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[0x0002's solution](#)

476.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,800 global accepts · Rating: 1100 · first AC: 2021-06-03 · GNU C++11 (first AC) · Tags: sortings

[0x0002's solution](#)

477.

1366A

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

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[0x0002's solution](#)

478.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: math, number theory

[0x0002's solution](#)

479.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,811 global accepts · Rating: 1100 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

480.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2021-02-14 · Python 2 (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

481.

186A

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

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2021-01-13 · last AC: 2021-01-13 · GNU C++11 (first AC) · Tags: implementation, strings

[0x0002's solution](#)

482.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,497 global accepts · Rating: 1100 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: implementation, strings
[0x0002's solution](#)

483.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: math
[0x0002's solution](#)

484.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2021-01-09 · last AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force, implementation, number theory
[0x0002's solution](#)

485.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[0x0002's solution](#)

486.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: implementation, strings
[0x0002's solution](#)

487.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2020-10-29 · last AC: 2020-10-29 · GNU C++11 (first AC) · Tags: greedy
[0x0002's solution](#)

488.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[0x0002's solution](#)

489.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
[0x0002's solution](#)

490.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[0x0002's solution](#)

491.

2046A

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

Quality: 16,816 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[0x0002's solution](#)

492.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[0x0002's solution](#)

493.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[0x0002's solution](#)

494.

2020B

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

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[0x0002's solution](#)

495.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[0x0002's solution](#)

496.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[0x0002's solution](#)

497.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[0x0002's solution](#)

498.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[0x0002's solution](#)

499.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

500.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[0x0002's solution](#)

501.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,756 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[0x0002's solution](#)

502.

1925B

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

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[0x0002's solution](#)

503.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,378 global accepts · Rating: 1200 · first AC: 2024-01-18 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[0x0002's solution](#)

504.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[0x0002's solution](#)

505.

1909B

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

Quality: 30,976 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[0x0002's solution](#)

506.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[0x0002's solution](#)

507.

1874A

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

Quality: 19,389 global accepts · Rating: 1200 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, implementation

[0x0002's solution](#)

508.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[0x0002's solution](#)

509.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[0x0002's solution](#)

510.

1352C

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

Quality: 69,785 global accepts · Rating: 1200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[0x0002's solution](#)

511.

1352B

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

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

512.

1857C

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Quality: 41,775 global accepts · Rating: 1200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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513.

1832C

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Quality: 34,408 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

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514.

1793C

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515.

1669E

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Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, strings

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516.

1734C

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Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

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517.

1738B

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[0x0002's solution](#)

518.

379B

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519.

1613C

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520.

1704C

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Quality: 24,804 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

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521.

1703E

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522.

660A

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Quality: 10,298 global accepts · Rating: 1200 · first AC: 2022-02-09 · last AC: 2022-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

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523.

1100C

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524.

1023A

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Quality: 9,264 global accepts · Rating: 1200 · first AC: 2021-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
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525.

4B

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Quality: 29,480 global accepts · Rating: 1200 · first AC: 2021-06-08 · last AC: 2021-08-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
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526.

445A

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Quality: 33,674 global accepts · Rating: 1200 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: dfs and similar, implementation
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527.

101A

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528.

803B

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529.

903B

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530.

523A

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Quality: 2,856 global accepts · Rating: 1200 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: *special, implementation
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531.

514A

[ChewbaD 6 æB çVÖ&WTutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation
[0x0002's solution](#)

532.

23A

[You're Given a String...](#) · [Tutorial](#)

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533.

743A

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Quality: 11,729 global accepts · Rating: 1200 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

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534.

9C

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Quality: 14,348 global accepts · Rating: 1200 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[0x0002's solution](#)

535.

774C

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536.

33A

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537.

31A

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538.

928A

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539.

934B

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540.

2101A

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541.

2108B

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Quality: 14,547 global accepts · Rating: 1300 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

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542.

2059B

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543.

2023A

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544.

2022B

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545.

2025C

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546.

2021C1

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547.

1991C

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Quality: 17,711 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
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548.

1984C1

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Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
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549.

1693A

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Quality: 17,440 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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550.

1944C

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551.

1942C1

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552.

1943A

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553.

1948C

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554.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

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555.

1937B

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Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[0x0002's solution](#)

556.

1913C

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Quality: 17,492 global accepts · Rating: 1300 · first AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

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557.

1900C

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Quality: 15,044 global accepts · Rating: 1300 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

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558.

1927D

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559.

1829F

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[0x0002's solution](#)

560.

1881D

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561.

1922C

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562.

1915E

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Quality: 34,537 global accepts · Rating: 1300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[0x0002's solution](#)

563.

1882B

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564.

1869C

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Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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565.

1864C

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566.

1352D

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567.

1857D

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568.

1807E

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569.

1850F

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570.

1844C

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571.

1821C

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572.

1820C

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Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

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573.

1775B

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574.

1753A1

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575.

1754C1

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576.

1746C

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Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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577.

1029A

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578.

1717C

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579.

39H

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580.

1271C

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581.

1271B

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582.

1711B

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583.

1703F

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584.

1698C

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585.

862B

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586.

600B

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587.

814B

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588.

611B

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589.

1225B2

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590.

376B

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591.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings

[0x0002's solution](#)

592.

57A

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[0x0002's solution](#)

593.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

594.

792B

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[0x0002's solution](#)

595.

4C

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[0x0002's solution](#)

596.

1063A

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597.

909B

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[0x0002's solution](#)

598.

230B

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Quality: 95,851 global accepts · Rating: 1300 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[0x0002's solution](#)

599.

34C

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Quality: 4,765 global accepts · Rating: 1300 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, sortings, strings

[0x0002's solution](#)

600.

36A

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601.

922B

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[0x0002's solution](#)

602.

39B

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[0x0002's solution](#)

603.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: implementation

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604.

220A

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Quality: 13,119 global accepts · Rating: 1300 · first AC: 2020-11-21 · last AC: 2020-11-21 · GNU C++11 (first AC) · Tags: implementation,

sortings

[0x0002's solution](#)

605.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: dp, greedy, math, number theory

[0x0002's solution](#)

606.

545D

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Quality: 29,538 global accepts · Rating: 1300 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

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607.

2104D

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Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[0x0002's solution](#)

608.

2097A

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Quality: 8,589 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

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609.

2055C

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Quality: 17,249 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[0x0002's solution](#)

610.

2034C

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

Quality: 9,142 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[0x0002's solution](#)

611.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[0x0002's solution](#)

612.

2038L

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

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[0x0002's solution](#)

613.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[0x0002's solution](#)

614.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

math

[0x0002's solution](#)

615.

2020C

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

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[0x0002's solution](#)

616.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[0x0002's solution](#)

617.

1967B1

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

Quality: 16,060 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[0x0002's solution](#)

618.

1967A

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

Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[0x0002's solution](#)

619.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,708 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[0x0002's solution](#)

620.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[0x0002's solution](#)

621.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

622.

1929C

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

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[0x0002's solution](#)

623.

1927E

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

Quality: 17,059 global accepts · Rating: 1400 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[0x0002's solution](#)

624.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[0x0002's solution](#)

625.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,558 global accepts · Rating: 1400 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[0x0002's solution](#)

626.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[0x0002's solution](#)

627.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[0x0002's solution](#)

628.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[0x0002's solution](#)

629.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[0x0002's solution](#)

630.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,241 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

631.

1894C

[Anonymous Informant](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[0x0002's solution](#)

632.

1883G1

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

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[0x0002's solution](#)

633.

1883F

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

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[0x0002's solution](#)

634.

1895C

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

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[0x0002's solution](#)

635.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[0x0002's solution](#)

636.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,881 global accepts · Rating: 1400 · first AC: 2023-09-30 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[0x0002's solution](#)

637.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
[0x0002's solution](#)

638.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[0x0002's solution](#)

639.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[0x0002's solution](#)

640.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings
[0x0002's solution](#)

641.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1400 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[0x0002's solution](#)

642.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · last AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[0x0002's solution](#)

643.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[0x0002's solution](#)

644.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[0x0002's solution](#)

645.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[0x0002's solution](#)

646.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, two pointers
[0x0002's solution](#)

647.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-02 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[0x0002's solution](#)

648.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,558 global accepts · Rating: 1400 · first AC: 2022-08-27 · last AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers
[0x0002's solution](#)

649.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[0x0002's solution](#)

650.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,708 global accepts · Rating: 1400 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math
[0x0002's solution](#)

651.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2022-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[0x0002's solution](#)

652.

1701C

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

Quality: 23,846 global accepts · Rating: 1400 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, two pointers
[0x0002's solution](#)

653.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[0x0002's solution](#)

654.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2022-04-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, sortings
[0x0002's solution](#)

655.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,958 global accepts · Rating: 1400 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[0x0002's solution](#)

656.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2022-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, sortings

[0x0002's solution](#)

657.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,739 global accepts · Rating: 1400 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[0x0002's solution](#)

658.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[0x0002's solution](#)

659.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: brute force, sortings

[0x0002's solution](#)

660.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,562 global accepts · Rating: 1400 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: brute force

[0x0002's solution](#)

661.

679A

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

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2020-11-24 · last AC: 2020-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[0x0002's solution](#)

662.

934A

[A Compatible Pair](#) · [Tutorial](#)

Quality: 7,602 global accepts · Rating: 1400 · first AC: 2020-10-30 · GNU C++11 (first AC) · Tags: brute force, games

[0x0002's solution](#)

663.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: implementation

[0x0002's solution](#)

664.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,690 global accepts · Rating: 1500 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[0x0002's solution](#)

665.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, dp, implementation, math

[0x0002's solution](#)

666.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[0x0002's solution](#)

667.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms

[0x0002's solution](#)

668.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[0x0002's solution](#)

669.

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2022-08-05 · last AC: 2024-04-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[0x0002's solution](#)

670.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[0x0002's solution](#)

671.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, number theory, sortings

[0x0002's solution](#)

672.

1898B

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

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[0x0002's solution](#)

673.

1925C

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

Rating: 1500 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[0x0002's solution](#)

674.

1924A

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

Quality: 16,754 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[0x0002's solution](#)

675.

1818C

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

Rating: 1500 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[0x0002's solution](#)

676.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[0x0002's solution](#)

677.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 1500 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[0x0002's solution](#)

678.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,698 global accepts · Rating: 1500 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dp

[0x0002's solution](#)

679.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,206 global accepts · Rating: 1500 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[0x0002's solution](#)

680.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[0x0002's solution](#)

681.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[0x0002's solution](#)

682.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[0x0002's solution](#)

683.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[0x0002's solution](#)

684.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[0x0002's solution](#)

685.

1851E

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

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-26 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and

similar, dp, graphs, sortings

[0x0002's solution](#)

686.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[0x0002's solution](#)

687.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,151 global accepts · Rating: 1500 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[0x0002's solution](#)

688.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,205 global accepts · Rating: 1500 · first AC: 2022-12-16 · last AC: 2022-12-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[0x0002's solution](#)

689.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

690.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,285 global accepts · Rating: 1500 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[0x0002's solution](#)

691.

873B

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

Quality: 9,111 global accepts · Rating: 1500 · first AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[0x0002's solution](#)

692.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[0x0002's solution](#)

693.

1754C2

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

Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[0x0002's solution](#)

694.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

695.

1738C

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

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-09-30 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[0x0002's solution](#)

696.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy

[0x0002's solution](#)

697.

1538F

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

Quality: 22,217 global accepts · Rating: 1500 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[0x0002's solution](#)

698.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,087 global accepts · Rating: 1500 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[0x0002's solution](#)

699.

1133D

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

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2022-08-24 · last AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory

[0x0002's solution](#)

700.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,881 global accepts · Rating: 1500 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[0x0002's solution](#)

701.

743C

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

Quality: 13,404 global accepts · Rating: 1500 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[0x0002's solution](#)

702.

425A

[Sereja and Swaps](#) · [Tutorial](#)

Quality: 4,168 global accepts · Rating: 1500 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[0x0002's solution](#)

703.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,023 global accepts · Rating: 1500 · first AC: 2022-04-04 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[0x0002's solution](#)

704.

771B

[Bear and Different Names](#) · [Tutorial](#)

Quality: 7,183 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

705.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2022-03-20 · last AC: 2022-03-20 · MS C++ 2017 (first AC) · Tags: implementation

[0x0002's solution](#)

706.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2021-11-19 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation

[0x0002's solution](#)

707.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[0x0002's solution](#)

708.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[0x0002's solution](#)

709.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[0x0002's solution](#)

710.

550C

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

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, dp, math

[0x0002's solution](#)

711.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

712.

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,258 global accepts · Rating: 1600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[0x0002's solution](#)

713.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,542 global accepts · Rating: 1600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[0x0002's solution](#)

714.

2048D

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

Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · last AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[0x0002's solution](#)

715.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[0x0002's solution](#)

716.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[0x0002's solution](#)

717.

150B

[Quantity of Strings](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[0x0002's solution](#)

718.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[0x0002's solution](#)

719.

1282B2

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

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[0x0002's solution](#)

720.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,543 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[0x0002's solution](#)

721.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

722.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[0x0002's solution](#)

723.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,719 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[0x0002's solution](#)

724.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,932 global accepts · Rating: 1600 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[0x0002's solution](#)

725.

1886C

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

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[0x0002's solution](#)

726.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[0x0002's solution](#)

727.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,625 global accepts · Rating: 1600 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[0x0002's solution](#)

728.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math
[0x0002's solution](#)

729.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[0x0002's solution](#)

730.

1920C

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

Quality: 19,926 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[0x0002's solution](#)

731.

1875D

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

Quality: 11,409 global accepts · Rating: 1600 · first AC: 2023-09-30 · last AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp
[0x0002's solution](#)

732.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[0x0002's solution](#)

733.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,328 global accepts · Rating: 1600 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
[0x0002's solution](#)

734.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,339 global accepts · Rating: 1600 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp
[0x0002's solution](#)

735.

1849C

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

Quality: 12,535 global accepts · Rating: 1600 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings
[0x0002's solution](#)

736.

1843E

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

Quality: 17,812 global accepts · Rating: 1600 · first AC: 2023-06-21 · last AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[0x0002's solution](#)

737.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[0x0002's solution](#)

738.

1795D

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

Quality: 13,080 global accepts · Rating: 1600 · first AC: 2023-04-06 · last AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[0x0002's solution](#)

739.

1806C

[Sequence Master](#) · [Tutorial](#)

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

[0x0002's solution](#)

740.

1775C

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

Quality: 14,216 global accepts · Rating: 1600 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[0x0002's solution](#)

741.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,597 global accepts · Rating: 1600 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[0x0002's solution](#)

742.

1748C

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

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · last AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[0x0002's solution](#)

743.

1753B

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

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[0x0002's solution](#)

744.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1600 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[0x0002's solution](#)

745.

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[0x0002's solution](#)

746.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2022-08-11 · last AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers

[0x0002's solution](#)

747.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[0x0002's solution](#)

748.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[0x0002's solution](#)

749.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,132 global accepts · Rating: 1600 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings, two pointers

[0x0002's solution](#)

750.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[0x0002's solution](#)

751.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation, number theory

[0x0002's solution](#)

752.

383A

[Milking cows](#) · [Tutorial](#)

Quality: 5,571 global accepts · Rating: 1600 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[0x0002's solution](#)

753.

518A

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

Quality: 9,541 global accepts · Rating: 1600 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[0x0002's solution](#)

754.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2020-10-31 · GNU C11 (first AC) · Tags: *special

[0x0002's solution](#)

755.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[0x0002's solution](#)

756.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings
[0x0002's solution](#)

757.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[0x0002's solution](#)

758.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[0x0002's solution](#)

759.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
[0x0002's solution](#)

760.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,648 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[0x0002's solution](#)

761.

2006A

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

Quality: 9,373 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[0x0002's solution](#)

762.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[0x0002's solution](#)

763.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, sortings
[0x0002's solution](#)

764.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[0x0002's solution](#)

765.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[0x0002's solution](#)

766.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[0x0002's solution](#)

767.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[0x0002's solution](#)

768.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-15 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[0x0002's solution](#)

769.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[0x0002's solution](#)

770.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[0x0002's solution](#)

771.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

772.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[0x0002's solution](#)

773.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,572 global accepts · Rating: 1700 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[0x0002's solution](#)

774.

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,184 global accepts · Rating: 1700 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[0x0002's solution](#)

775.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,437 global accepts · Rating: 1700 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: sortings, strings

[0x0002's solution](#)

776.

1901D

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

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[0x0002's solution](#)

777.

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[0x0002's solution](#)

778.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[0x0002's solution](#)

779.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-27 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[0x0002's solution](#)

780.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[0x0002's solution](#)

781.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[0x0002's solution](#)

782.

484A

[Bits](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1700 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[0x0002's solution](#)

783.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[0x0002's solution](#)

784.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[0x0002's solution](#)

785.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1700 · first AC: 2023-01-21 · last AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[0x0002's solution](#)

786.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[0x0002's solution](#)

787.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[0x0002's solution](#)

788.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2022-10-03 · last AC: 2022-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[0x0002's solution](#)

789.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2022-10-07 · last AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[0x0002's solution](#)

790.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[0x0002's solution](#)

791.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,377 global accepts · Rating: 1700 · first AC: 2022-08-20 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[0x0002's solution](#)

792.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, shortest paths

[0x0002's solution](#)

793.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,105 global accepts · Rating: 1700 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[0x0002's solution](#)

794.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[0x0002's solution](#)

795.

1579E2

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

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[0x0002's solution](#)

796.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,796 global accepts · Rating: 1700 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar
[0x0002's solution](#)

797.

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[0x0002's solution](#)

798.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[0x0002's solution](#)

799.

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: *special
[0x0002's solution](#)

800.

409C

[Magnum Opus](#) · [Tutorial](#)

Quality: 2,139 global accepts · Rating: 1700 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: *special
[0x0002's solution](#)

801.

409D

[Big Data](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 1700 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: *special
[0x0002's solution](#)

802.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[0x0002's solution](#)

803.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[0x0002's solution](#)

804.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-27 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[0x0002's solution](#)

805.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[0x0002's solution](#)

806.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[0x0002's solution](#)

807.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[0x0002's solution](#)

808.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[0x0002's solution](#)

809.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[0x0002's solution](#)

810.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[0x0002's solution](#)

811.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[0x0002's solution](#)

812.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,536 global accepts · Rating: 1800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[0x0002's solution](#)

813.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[0x0002's solution](#)

814.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2023-08-13 · last AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[0x0002's solution](#)

815.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, number theory

[0x0002's solution](#)

816.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[0x0002's solution](#)

817.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[0x0002's solution](#)

818.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[0x0002's solution](#)

819.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math

[0x0002's solution](#)

820.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[0x0002's solution](#)

821.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[0x0002's solution](#)

822.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[0x0002's solution](#)

823.

1922E

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

Quality: 9,091 global accepts · Rating: 1800 · first AC: 2024-01-18 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[0x0002's solution](#)

824.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[0x0002's solution](#)

825.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation,

shortest paths, sortings

[0x0002's solution](#)

826.

652D

[Nested Segments](#) · [Tutorial](#)

Quality: 4,799 global accepts · Rating: 1800 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[0x0002's solution](#)

827.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, sortings, two pointers

[0x0002's solution](#)

828.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[0x0002's solution](#)

829.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 1800 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[0x0002's solution](#)

830.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[0x0002's solution](#)

831.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

832.

1859D

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

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-08-13 · last AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[0x0002's solution](#)

833.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[0x0002's solution](#)

834.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[0x0002's solution](#)

835.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · last AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[0x0002's solution](#)

836.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[0x0002's solution](#)

837.

33C

[Wonderful Randomized Sum](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1800 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[0x0002's solution](#)

838.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2022-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[0x0002's solution](#)

839.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[0x0002's solution](#)

840.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[0x0002's solution](#)

841.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[0x0002's solution](#)

842.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2022-08-03 · last AC: 2022-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[0x0002's solution](#)

843.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[0x0002's solution](#)

844.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2022-07-15 · last AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[0x0002's solution](#)

845.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[0x0002's solution](#)

846.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,813 global accepts · Rating: 1800 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings

[0x0002's solution](#)

847.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[0x0002's solution](#)

848.

911D

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

Quality: 5,109 global accepts · Rating: 1800 · first AC: 2022-02-05 · last AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[0x0002's solution](#)

849.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[0x0002's solution](#)

850.

784C

[INTERCALC](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 1800 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: *special, implementation

[0x0002's solution](#)

851.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2020-12-27 · GNU C++11 (first AC) · Tags: math, number theory

[0x0002's solution](#)

852.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[0x0002's solution](#)

853.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: 1900 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[0x0002's solution](#)

854.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[0x0002's solution](#)

855.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[0x0002's solution](#)

856.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[0x0002's solution](#)

857.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[0x0002's solution](#)

858.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[0x0002's solution](#)

859.

1216E1

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

Quality: 3,731 global accepts · Rating: 1900 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[0x0002's solution](#)

860.

2022D1

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

Quality: 4,019 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[0x0002's solution](#)

861.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[0x0002's solution](#)

862.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · last AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[0x0002's solution](#)

863.

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,690 global accepts · Rating: 1900 · first AC: 2024-09-21 · last AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[0x0002's solution](#)

864.

1970G1

[Min-Fund Prison \(Easy\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 1900 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, trees

[0x0002's solution](#)

865.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[0x0002's solution](#)

866.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[0x0002's solution](#)

867.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[0x0002's solution](#)

868.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2022-08-04 · last AC: 2024-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[0x0002's solution](#)

869.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[0x0002's solution](#)

870.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[0x0002's solution](#)

871.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[0x0002's solution](#)

872.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[0x0002's solution](#)

873.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[0x0002's solution](#)

874.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[0x0002's solution](#)

875.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, interactive, math

[0x0002's solution](#)

876.

177E2

[Space Voyage](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 1900 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[0x0002's solution](#)

877.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[0x0002's solution](#)

878.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[0x0002's solution](#)

879.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 1900 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings, graphs

[0x0002's solution](#)

880.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[0x0002's solution](#)

881.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[0x0002's solution](#)

882.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[0x0002's solution](#)

883.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[0x0002's solution](#)

884.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

dfs and similar, graphs

[0x0002's solution](#)

885.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[0x0002's solution](#)

886.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[0x0002's solution](#)

887.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · last AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[0x0002's solution](#)

888.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[0x0002's solution](#)

889.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[0x0002's solution](#)

890.

1902E

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

Quality: 5,619 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[0x0002's solution](#)

891.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[0x0002's solution](#)

892.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[0x0002's solution](#)

893.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[0x0002's solution](#)

894.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-08-25 · last AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

895.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[0x0002's solution](#)

896.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[0x0002's solution](#)

897.

1759G

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

Quality: 5,499 global accepts · Rating: 1900 · first AC: 2022-11-21 · last AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[0x0002's solution](#)

898.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[0x0002's solution](#)

899.

372B

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

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2022-11-13 · last AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp

[0x0002's solution](#)

900.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[0x0002's solution](#)

901.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1900 · first AC: 2022-10-01 · last AC: 2022-10-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[0x0002's solution](#)

902.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1900 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[0x0002's solution](#)

903.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[0x0002's solution](#)

904.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[0x0002's solution](#)

905.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1900 · first AC: 2022-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[0x0002's solution](#)

906.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[0x0002's solution](#)

907.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[0x0002's solution](#)

908.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: *special

[0x0002's solution](#)

909.

656F

[Ace It!](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 1900 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: *special

[0x0002's solution](#)

910.

952B

[A Map of the Cat](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 1900 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: *special, brute force, interactive

[0x0002's solution](#)

911.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[0x0002's solution](#)

912.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy

[0x0002's solution](#)

913.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[0x0002's solution](#)

914.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[0x0002's solution](#)

915.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[0x0002's solution](#)

916.

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-17 · last AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, strings

[0x0002's solution](#)

917.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[0x0002's solution](#)

918.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, implementation, shortest paths

[0x0002's solution](#)

919.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[0x0002's solution](#)

920.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[0x0002's solution](#)

921.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-07-28 · last AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[0x0002's solution](#)

922.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,855 global accepts · Rating: 2000 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[0x0002's solution](#)

923.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[0x0002's solution](#)

924.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[0x0002's solution](#)

925.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[0x0002's solution](#)

926.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[0x0002's solution](#)

927.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings
[0x0002's solution](#)

928.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2024-03-30 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation
[0x0002's solution](#)

929.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
[0x0002's solution](#)

930.

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math
[0x0002's solution](#)

931.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: dp
[0x0002's solution](#)

932.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,300 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[0x0002's solution](#)

933.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees
[0x0002's solution](#)

934.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[0x0002's solution](#)

935.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[0x0002's solution](#)

936.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[0x0002's solution](#)

937.

461B

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

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[0x0002's solution](#)

938.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[0x0002's solution](#)

939.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[0x0002's solution](#)

940.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[0x0002's solution](#)

941.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[0x0002's solution](#)

942.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[0x0002's solution](#)

943.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[0x0002's solution](#)

944.

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[0x0002's solution](#)

945.

1624F

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

Quality: 3,803 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[0x0002's solution](#)

946.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,457 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[0x0002's solution](#)

947.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2022-08-11 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[0x0002's solution](#)

948.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,744 global accepts · Rating: 2000 · first AC: 2023-08-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs, greedy

[0x0002's solution](#)

949.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2000 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures

[0x0002's solution](#)

950.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 2000 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[0x0002's solution](#)

951.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,856 global accepts · Rating: 2000 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[0x0002's solution](#)

952.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[0x0002's solution](#)

953.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,453 global accepts · Rating: 2000 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[0x0002's solution](#)

954.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees
[0x0002's solution](#)

955.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[0x0002's solution](#)

956.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[0x0002's solution](#)

957.

432D

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

Quality: 11,996 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[0x0002's solution](#)

958.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[0x0002's solution](#)

959.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-10-05 · last AC: 2022-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, number theory

[0x0002's solution](#)

960.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[0x0002's solution](#)

961.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 2000 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[0x0002's solution](#)

962.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-05-14 · last AC: 2022-05-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[0x0002's solution](#)

963.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,725 global accepts · Rating: 2000 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[0x0002's solution](#)

964.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,499 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[0x0002's solution](#)

965.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures
[0x0002's solution](#)

966.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory
[0x0002's solution](#)

967.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[0x0002's solution](#)

968.

784B

[Kids' Riddle](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2000 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: *special
[0x0002's solution](#)

969.

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: *special
[0x0002's solution](#)

970.

171C

[A Piece of Cake](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2000 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: *special, implementation
[0x0002's solution](#)

971.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2020-11-01 · GNU C11 (first AC) · Tags: *special, brute force, implementation
[0x0002's solution](#)

972.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers
[0x0002's solution](#)

973.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees
[0x0002's solution](#)

974.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[0x0002's solution](#)

975.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[0x0002's solution](#)

976.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[0x0002's solution](#)

977.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[0x0002's solution](#)

978.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[0x0002's solution](#)

979.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[0x0002's solution](#)

980.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[0x0002's solution](#)

981.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, trees

[0x0002's solution](#)

982.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[0x0002's solution](#)

983.

1767C

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

Quality: 3,035 global accepts · Rating: 2100 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[0x0002's solution](#)

984.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-09-21 · last AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[0x0002's solution](#)

985.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2100 · first AC: 2024-09-01 · last AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[0x0002's solution](#)

986.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

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987.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,021 global accepts · Rating: 2100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings

[0x0002's solution](#)

988.

354C

[Vasya and Beautiful Arrays](#) · [Tutorial](#)

Quality: 3,332 global accepts · Rating: 2100 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, number theory

[0x0002's solution](#)

989.

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: *special, dp, greedy, trees

[0x0002's solution](#)

990.

540E

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

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[0x0002's solution](#)

991.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,720 global accepts · Rating: 2100 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, greedy

[0x0002's solution](#)

992.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

[0x0002's solution](#)

993.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[0x0002's solution](#)

994.

1267K

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Quality: 2,142 global accepts · Rating: 2100 · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

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995.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[0x0002's solution](#)

996.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[0x0002's solution](#)

997.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2022-04-04 · last AC: 2024-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[0x0002's solution](#)

998.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2024-04-01 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[0x0002's solution](#)

999.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[0x0002's solution](#)

1000.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[0x0002's solution](#)

1001.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[0x0002's solution](#)

1002.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[0x0002's solution](#)

1003.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-02-10 · last AC: 2024-02-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[0x0002's solution](#)

1004.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[0x0002's solution](#)

1005.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[0x0002's solution](#)

1006.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-14 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

1007.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

1008.

1811F

[Is It Flower?](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2100 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation

[0x0002's solution](#)

1009.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 2100 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[0x0002's solution](#)

1010.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[0x0002's solution](#)

1011.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[0x0002's solution](#)

1012.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

1013.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[0x0002's solution](#)

1014.

1364D

[Ehab's Last Corollary](#) · [Tutorial](#)

Quality: 4,962 global accepts · Rating: 2100 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[0x0002's solution](#)

1015.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,418 global accepts · Rating: 2100 · first AC: 2023-08-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive, math

[0x0002's solution](#)

1016.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,533 global accepts · Rating: 2100 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[0x0002's solution](#)

1017.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[0x0002's solution](#)

1018.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[0x0002's solution](#)

1019.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2023-05-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[0x0002's solution](#)

1020.

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2023-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, sortings

[0x0002's solution](#)

1021.

1252K

[Addition Robot](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2023-05-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[0x0002's solution](#)

1022.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[0x0002's solution](#)

1023.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[0x0002's solution](#)

1024.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[0x0002's solution](#)

1025.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[0x0002's solution](#)

1026.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, shortest paths

[0x0002's solution](#)

1027.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[0x0002's solution](#)

1028.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[0x0002's solution](#)

1029.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[0x0002's solution](#)

1030.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[0x0002's solution](#)

1031.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[0x0002's solution](#)

1032.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 2100 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[0x0002's solution](#)

1033.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[0x0002's solution](#)

1034.

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: *special

[0x0002's solution](#)

1035.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,274 global accepts · Rating: 2200 · first AC: 2025-05-11 · last AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[0x0002's solution](#)

1036.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[0x0002's solution](#)

1037.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[0x0002's solution](#)

1038.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[0x0002's solution](#)

1039.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[0x0002's solution](#)

1040.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[0x0002's solution](#)

1041.

2039E

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

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[0x0002's solution](#)

1042.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[0x0002's solution](#)

1043.

413E

[Maze 2D](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[0x0002's solution](#)

1044.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[0x0002's solution](#)

1045.

1216E2

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

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[0x0002's solution](#)

1046.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[0x0002's solution](#)

1047.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[0x0002's solution](#)

1048.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[0x0002's solution](#)

1049.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[0x0002's solution](#)

1050.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[0x0002's solution](#)

1051.

1986G1

[Permutation Problem \(Simple Version\)](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[0x0002's solution](#)

1052.

1970G2

[Min-Fund Prison \(Medium\)](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2200 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[0x0002's solution](#)

1053.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,996 global accepts · Rating: 2200 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

1054.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[0x0002's solution](#)

1055.

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[0x0002's solution](#)

1056.

45G

[Prime Problem](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2200 · first AC: 2022-03-17 · last AC: 2024-06-28 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[0x0002's solution](#)

1057.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-05-31 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees

[0x0002's solution](#)

1058.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[0x0002's solution](#)

1059.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[0x0002's solution](#)

1060.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[0x0002's solution](#)

1061.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[0x0002's solution](#)

1062.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[0x0002's solution](#)

1063.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-07-11 · last AC: 2024-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[0x0002's solution](#)

1064.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[0x0002's solution](#)

1065.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,392 global accepts · Rating: 2200 · first AC: 2023-10-19 · last AC: 2024-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[0x0002's solution](#)

1066.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[0x0002's solution](#)

1067.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[0x0002's solution](#)

1068.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[0x0002's solution](#)

1069.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[0x0002's solution](#)

1070.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[0x0002's solution](#)

1071.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-08-03 · last AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[0x0002's solution](#)

1072.

350E

[Wrong Floyd](#) · [Tutorial](#)

Quality: 858 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[0x0002's solution](#)

1073.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[0x0002's solution](#)

1074.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[0x0002's solution](#)

1075.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[0x0002's solution](#)

1076.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[0x0002's solution](#)

1077.

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[0x0002's solution](#)

1078.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[0x0002's solution](#)

1079.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[0x0002's solution](#)

1080.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[0x0002's solution](#)

1081.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[0x0002's solution](#)

1082.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[0x0002's solution](#)

1083.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[0x0002's solution](#)

1084.

1231E

[Middle-Out](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2200 · first AC: 2022-09-25 · last AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[0x0002's solution](#)

1085.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, trees

[0x0002's solution](#)

1086.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[0x0002's solution](#)

1087.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[0x0002's solution](#)

1088.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers

[0x0002's solution](#)

1089.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[0x0002's solution](#)

1090.

409G

[On a plane](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2200 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: *special, geometry

[0x0002's solution](#)

1091.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu

[0x0002's solution](#)

1092.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[0x0002's solution](#)

1093.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[0x0002's solution](#)

1094.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[0x0002's solution](#)

1095.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy
[0x0002's solution](#)

1096.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[0x0002's solution](#)

1097.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
[0x0002's solution](#)

1098.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees
[0x0002's solution](#)

1099.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees
[0x0002's solution](#)

1100.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
[0x0002's solution](#)

1101.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2024-10-20 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[0x0002's solution](#)

1102.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2300 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory
[0x0002's solution](#)

1103.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[0x0002's solution](#)

1104.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force,

combinatorics, data structures, dp, number theory, sortings

[0x0002's solution](#)

1105.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[0x0002's solution](#)

1106.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,461 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[0x0002's solution](#)

1107.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · last AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[0x0002's solution](#)

1108.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[0x0002's solution](#)

1109.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[0x0002's solution](#)

1110.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[0x0002's solution](#)

1111.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[0x0002's solution](#)

1112.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[0x0002's solution](#)

1113.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[0x0002's solution](#)

1114.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[0x0002's solution](#)

1115.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[0x0002's solution](#)

1116.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[0x0002's solution](#)

1117.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[0x0002's solution](#)

1118.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[0x0002's solution](#)

1119.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[0x0002's solution](#)

1120.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[0x0002's solution](#)

1121.

1944E

[Tree Compass](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[0x0002's solution](#)

1122.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · last AC: 2024-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[0x0002's solution](#)

1123.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[0x0002's solution](#)

1124.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[0x0002's solution](#)

1125.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,954 global accepts · Rating: 2300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[0x0002's solution](#)

1126.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 2300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[0x0002's solution](#)

1127.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[0x0002's solution](#)

1128.

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[0x0002's solution](#)

1129.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[0x0002's solution](#)

1130.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[0x0002's solution](#)

1131.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[0x0002's solution](#)

1132.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[0x0002's solution](#)

1133.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-09-16 · last AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[0x0002's solution](#)

1134.

1706E

[Opwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2300 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[0x0002's solution](#)

1135.

1450C2

[Erich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

1136.

1790G

[Tokens on Graph](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[0x0002's solution](#)

1137.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[0x0002's solution](#)

1138.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-19 · last AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[0x0002's solution](#)

1139.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[0x0002's solution](#)

1140.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[0x0002's solution](#)

1141.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[0x0002's solution](#)

1142.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · last AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[0x0002's solution](#)

1143.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-06-30 · last AC: 2022-07-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[0x0002's solution](#)

1144.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[0x0002's solution](#)

1145.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[0x0002's solution](#)

1146.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

1147.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[0x0002's solution](#)

1148.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[0x0002's solution](#)

1149.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[0x0002's solution](#)

1150.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[0x0002's solution](#)

1151.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[0x0002's solution](#)

1152.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 2400 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[0x0002's solution](#)

1153.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[0x0002's solution](#)

1154.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs
[0x0002's solution](#)

1155.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[0x0002's solution](#)

1156.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[0x0002's solution](#)

1157.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
[0x0002's solution](#)

1158.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp
[0x0002's solution](#)

1159.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-19 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers
[0x0002's solution](#)

1160.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[0x0002's solution](#)

1161.

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[0x0002's solution](#)

1162.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[0x0002's solution](#)

1163.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math
[0x0002's solution](#)

1164.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings

[0x0002's solution](#)

1165.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

1166.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, math

[0x0002's solution](#)

1167.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy

[0x0002's solution](#)

1168.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[0x0002's solution](#)

1169.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[0x0002's solution](#)

1170.

1970G3

[Min-Fund Prison \(Hard\)](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, trees

[0x0002's solution](#)

1171.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[0x0002's solution](#)

1172.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-30 · last AC: 2024-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[0x0002's solution](#)

1173.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[0x0002's solution](#)

1174.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: strings
[0x0002's solution](#)

1175.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-07-31 · last AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory
[0x0002's solution](#)

1176.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[0x0002's solution](#)

1177.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs
[0x0002's solution](#)

1178.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[0x0002's solution](#)

1179.

1638E

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

Quality: 2,365 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation
[0x0002's solution](#)

1180.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[0x0002's solution](#)

1181.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings
[0x0002's solution](#)

1182.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees
[0x0002's solution](#)

1183.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[0x0002's solution](#)

1184.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp
[0x0002's solution](#)

1185.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++17 (GCC 7-32) (first AC) · Tags: dp
[0x0002's solution](#)

1186.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[0x0002's solution](#)

1187.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-06-02 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: hashing, trees
[0x0002's solution](#)

1188.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2024-05-31 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees
[0x0002's solution](#)

1189.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[0x0002's solution](#)

1190.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-01-25 · last AC: 2024-05-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[0x0002's solution](#)

1191.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees
[0x0002's solution](#)

1192.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing
[0x0002's solution](#)

1193.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
[0x0002's solution](#)

1194.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2022-03-09 · last AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[0x0002's solution](#)

1195.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation
[0x0002's solution](#)

1196.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[0x0002's solution](#)

1197.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers
[0x0002's solution](#)

1198.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs
[0x0002's solution](#)

1199.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees
[0x0002's solution](#)

1200.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[0x0002's solution](#)

1201.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[0x0002's solution](#)

1202.

288D

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

Quality: 838 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, trees
[0x0002's solution](#)

1203.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[0x0002's solution](#)

1204.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[0x0002's solution](#)

1205.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[0x0002's solution](#)

1206.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[0x0002's solution](#)

1207.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[0x0002's solution](#)

1208.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2024-03-08 · last AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[0x0002's solution](#)

1209.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[0x0002's solution](#)

1210.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[0x0002's solution](#)

1211.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[0x0002's solution](#)

1212.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2023-07-17 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[0x0002's solution](#)

1213.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[0x0002's solution](#)

1214.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[0x0002's solution](#)**1215.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[0x0002's solution](#)**1216.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[0x0002's solution](#)**1217.**

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[0x0002's solution](#)**1218.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2023-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[0x0002's solution](#)**1219.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[0x0002's solution](#)**1220.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[0x0002's solution](#)**1221.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)**1222.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[0x0002's solution](#)**1223.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2022-12-20 · last AC: 2022-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

data structures, dfs and similar, dp, sortings

[0x0002's solution](#)

1224.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[0x0002's solution](#)

1225.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[0x0002's solution](#)

1226.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[0x0002's solution](#)

1227.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[0x0002's solution](#)

1228.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, math

[0x0002's solution](#)

1229.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[0x0002's solution](#)

1230.

734F

[Anton and School](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2500 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math

[0x0002's solution](#)

1231.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[0x0002's solution](#)

1232.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[0x0002's solution](#)

1233.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[0x0002's solution](#)

1234.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[0x0002's solution](#)

1235.

2082D

[Balancing](#) · [Tutorial](#)

Rating: 2500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[0x0002's solution](#)

1236.

735E

[Ostap and Tree](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[0x0002's solution](#)

1237.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[0x0002's solution](#)

1238.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[0x0002's solution](#)

1239.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[0x0002's solution](#)

1240.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[0x0002's solution](#)

1241.

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[0x0002's solution](#)

1242.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[0x0002's solution](#)

1243.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[0x0002's solution](#)

1244.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[0x0002's solution](#)

1245.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-18 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[0x0002's solution](#)

1246.

2029F

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

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-10 · last AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[0x0002's solution](#)

1247.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[0x0002's solution](#)

1248.

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

1249.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[0x0002's solution](#)

1250.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[0x0002's solution](#)

1251.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[0x0002's solution](#)

1252.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[0x0002's solution](#)

1253.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, graphs,

shortest paths, trees

[0x0002's solution](#)

1254.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2024-09-18 · last AC: 2024-09-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[0x0002's solution](#)

1255.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[0x0002's solution](#)

1256.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 969 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, number theory

[0x0002's solution](#)

1257.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[0x0002's solution](#)

1258.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[0x0002's solution](#)

1259.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[0x0002's solution](#)

1260.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[0x0002's solution](#)

1261.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[0x0002's solution](#)

1262.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation

[0x0002's solution](#)

1263.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[0x0002's solution](#)

1264.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[0x0002's solution](#)

1265.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[0x0002's solution](#)

1266.

1990E1

[Catch the Mole\(Easy Version\)](#) · [Tutorial](#)

Quality: 1,142 global accepts · Rating: 2500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, interactive, trees

[0x0002's solution](#)

1267.

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2500 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[0x0002's solution](#)

1268.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[0x0002's solution](#)

1269.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[0x0002's solution](#)

1270.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[0x0002's solution](#)

1271.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[0x0002's solution](#)

1272.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[0x0002's solution](#)

1273.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[0x0002's solution](#)

1274.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

1275.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[0x0002's solution](#)

1276.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[0x0002's solution](#)

1277.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[0x0002's solution](#)

1278.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[0x0002's solution](#)

1279.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[0x0002's solution](#)

1280.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[0x0002's solution](#)

1281.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[0x0002's solution](#)

1282.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[0x0002's solution](#)

1283.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,282 global accepts · Rating: 2500 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[0x0002's solution](#)

1284.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[0x0002's solution](#)

1285.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

1286.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[0x0002's solution](#)

1287.

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[0x0002's solution](#)

1288.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[0x0002's solution](#)

1289.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[0x0002's solution](#)

1290.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[0x0002's solution](#)

1291.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[0x0002's solution](#)

1292.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: dp

[0x0002's solution](#)

1293.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[0x0002's solution](#)**1294.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[0x0002's solution](#)**1295.**

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[0x0002's solution](#)**1296.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[0x0002's solution](#)**1297.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[0x0002's solution](#)**1298.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[0x0002's solution](#)**1299.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[0x0002's solution](#)**1300.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2022-02-19 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[0x0002's solution](#)**1301.**

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[0x0002's solution](#)**1302.**

2103E

[Keep the Sum](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2600 · first AC: 2025-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, two pointers

[0x0002's solution](#)

1303.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,133 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[0x0002's solution](#)

1304.

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[0x0002's solution](#)

1305.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2025-07-13 · last AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[0x0002's solution](#)

1306.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[0x0002's solution](#)

1307.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[0x0002's solution](#)

1308.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 889 global accepts · Rating: 2600 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees

[0x0002's solution](#)

1309.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[0x0002's solution](#)

1310.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

1311.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[0x0002's solution](#)

1312.

2082F

[MST in Modulo Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[0x0002's solution](#)

1313.

382E

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

Quality: 432 global accepts · Rating: 2600 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[0x0002's solution](#)

1314.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[0x0002's solution](#)

1315.

1348F

[Phoenix and Memory](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[0x0002's solution](#)

1316.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[0x0002's solution](#)

1317.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[0x0002's solution](#)

1318.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[0x0002's solution](#)

1319.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[0x0002's solution](#)

1320.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2024-12-04 · last AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[0x0002's solution](#)

1321.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[0x0002's solution](#)

1322.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp

[0x0002's solution](#)

1323.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[0x0002's solution](#)

1324.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[0x0002's solution](#)

1325.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: strings

[0x0002's solution](#)

1326.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[0x0002's solution](#)

1327.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[0x0002's solution](#)

1328.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[0x0002's solution](#)

1329.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[0x0002's solution](#)

1330.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[0x0002's solution](#)

1331.

1575E

[Eye-Pleasing City Park Tour](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[0x0002's solution](#)

1332.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math,

number theory

[0x0002's solution](#)

1333.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[0x0002's solution](#)

1334.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[0x0002's solution](#)

1335.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[0x0002's solution](#)

1336.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy

[0x0002's solution](#)

1337.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[0x0002's solution](#)

1338.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[0x0002's solution](#)

1339.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, trees

[0x0002's solution](#)

1340.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[0x0002's solution](#)

1341.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[0x0002's solution](#)

1342.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math

[0x0002's solution](#)

1343.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[0x0002's solution](#)

1344.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices

[0x0002's solution](#)

1345.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[0x0002's solution](#)

1346.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[0x0002's solution](#)

1347.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[0x0002's solution](#)

1348.

1990E2

[Catch the Mole\(Hard Version\)](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, interactive, trees

[0x0002's solution](#)

1349.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-07-19 · last AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[0x0002's solution](#)

1350.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[0x0002's solution](#)

1351.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[0x0002's solution](#)

1352.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[0x0002's solution](#)

1353.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2024-06-27 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[0x0002's solution](#)

1354.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[0x0002's solution](#)

1355.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2024-05-20 · last AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: interactive, math, number theory

[0x0002's solution](#)

1356.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2024-04-14 · last AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: meet-in-the-middle

[0x0002's solution](#)

1357.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[0x0002's solution](#)

1358.

1045J

[Moonwalk challenge](#) · [Tutorial](#)

Quality: 210 global accepts · Rating: 2600 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[0x0002's solution](#)

1359.

1893D

[Colorful Constructive](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[0x0002's solution](#)

1360.

1905F

[Field Should Not Be Empty](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2600 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer

[0x0002's solution](#)

1361.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2600 · first AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[0x0002's solution](#)

1362.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[0x0002's solution](#)

1363.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[0x0002's solution](#)

1364.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-08-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[0x0002's solution](#)

1365.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-08-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[0x0002's solution](#)

1366.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[0x0002's solution](#)

1367.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · last AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[0x0002's solution](#)

1368.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[0x0002's solution](#)

1369.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,442 global accepts · Rating: 2600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[0x0002's solution](#)

1370.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[0x0002's solution](#)

1371.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[0x0002's solution](#)

1372.

2056F1

[Xor of Median \(Easy Version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2700 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[0x0002's solution](#)

1373.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs

[0x0002's solution](#)

1374.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2700 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[0x0002's solution](#)

1375.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[0x0002's solution](#)

1376.

333C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 2700 · first AC: 2025-03-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[0x0002's solution](#)

1377.

2081C

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

Quality: 354 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, matrices

[0x0002's solution](#)

1378.

2068H

[Statues](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[0x0002's solution](#)

1379.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2700 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[0x0002's solution](#)

1380.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[0x0002's solution](#)

1381.

2041J

[Bottle Arrangement](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

[0x0002's solution](#)

1382.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[0x0002's solution](#)

1383.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[0x0002's solution](#)

1384.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[0x0002's solution](#)

1385.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[0x0002's solution](#)

1386.

2028F

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

Quality: 541 global accepts · Rating: 2700 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[0x0002's solution](#)

1387.

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation

[0x0002's solution](#)

1388.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[0x0002's solution](#)

1389.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-10-16 · last AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[0x0002's solution](#)

1390.

2022D2

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

Quality: 828 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[0x0002's solution](#)

1391.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[0x0002's solution](#)

1392.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 926 global accepts · Rating: 2700 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[0x0002's solution](#)

1393.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[0x0002's solution](#)

1394.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[0x0002's solution](#)

1395.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[0x0002's solution](#)

1396.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[0x0002's solution](#)

1397.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2024-08-23 · C++23 (GCC 14-64, winlibs) (first AC) · Tags: brute force, dp, implementation

[0x0002's solution](#)

1398.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[0x0002's solution](#)

1399.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[0x0002's solution](#)

1400.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[0x0002's solution](#)

1401.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2024-06-10 · last AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, interactive, math, probabilities

[0x0002's solution](#)

1402.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[0x0002's solution](#)

1403.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[0x0002's solution](#)

1404.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[0x0002's solution](#)

1405.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2700 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[0x0002's solution](#)

1406.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[0x0002's solution](#)

1407.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[0x0002's solution](#)

1408.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[0x0002's solution](#)

1409.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs

[0x0002's solution](#)

1410.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[0x0002's solution](#)

1411.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[0x0002's solution](#)

1412.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, trees

[0x0002's solution](#)

1413.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[0x0002's solution](#)

1414.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[0x0002's solution](#)

1415.

2107F2

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

Quality: 507 global accepts · Rating: 2800 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy

[0x0002's solution](#)

1416.

850D

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

Quality: 468 global accepts · Rating: 2800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[0x0002's solution](#)

1417.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[0x0002's solution](#)

1418.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[0x0002's solution](#)

1419.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[0x0002's solution](#)

1420.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[0x0002's solution](#)

1421.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

data structures, greedy, sortings

[0x0002's solution](#)

1422.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[0x0002's solution](#)

1423.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[0x0002's solution](#)

1424.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[0x0002's solution](#)

1425.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[0x0002's solution](#)

1426.

2039F1

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

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[0x0002's solution](#)

1427.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[0x0002's solution](#)

1428.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[0x0002's solution](#)

1429.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[0x0002's solution](#)

1430.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[0x0002's solution](#)

1431.

671C

[Ultimate Weirdness of an Array](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2800 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[0x0002's solution](#)

1432.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[0x0002's solution](#)

1433.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[0x0002's solution](#)

1434.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[0x0002's solution](#)

1435.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, trees

[0x0002's solution](#)

1436.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[0x0002's solution](#)

1437.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[0x0002's solution](#)

1438.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2024-08-22 · last AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[0x0002's solution](#)

1439.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[0x0002's solution](#)

1440.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2024-07-24 · last AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[0x0002's solution](#)

1441.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp,

trees

[0x0002's solution](#)

1442.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[0x0002's solution](#)

1443.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[0x0002's solution](#)

1444.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[0x0002's solution](#)

1445.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[0x0002's solution](#)

1446.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2024-04-11 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, shortest paths

[0x0002's solution](#)

1447.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[0x0002's solution](#)

1448.

1935F

[Andrey's Tree](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dfs and similar, dsu, greedy, implementation, trees

[0x0002's solution](#)

1449.

750F

[New Year and Finding Roots](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, trees

[0x0002's solution](#)

1450.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[0x0002's solution](#)

1451.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[0x0002's solution](#)

1452.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-09-24 · last AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[0x0002's solution](#)

1453.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[0x0002's solution](#)

1454.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[0x0002's solution](#)

1455.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[0x0002's solution](#)

1456.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 498 global accepts · Rating: 2900 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[0x0002's solution](#)

1457.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-07-06 · last AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

1458.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[0x0002's solution](#)

1459.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[0x0002's solution](#)

1460.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[0x0002's solution](#)

1461.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[0x0002's solution](#)

1462.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2900 · first AC: 2025-07-20 · last AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[0x0002's solution](#)

1463.

776G

[Sherlock and the Encrypted Data](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2900 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[0x0002's solution](#)

1464.

2108F

[Fallen Towers](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2900 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[0x0002's solution](#)

1465.

1644F

[Basis](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2900 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, number theory

[0x0002's solution](#)

1466.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[0x0002's solution](#)

1467.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[0x0002's solution](#)

1468.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[0x0002's solution](#)

1469.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[0x0002's solution](#)

1470.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[0x0002's solution](#)

1471.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

1472.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[0x0002's solution](#)

1473.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-12-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[0x0002's solution](#)

1474.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[0x0002's solution](#)

1475.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[0x0002's solution](#)

1476.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2900 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[0x0002's solution](#)

1477.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[0x0002's solution](#)

1478.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory, probabilities

[0x0002's solution](#)

1479.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[0x0002's solution](#)

1480.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[0x0002's solution](#)

1481.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[0x0002's solution](#)

1482.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2024-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[0x0002's solution](#)

1483.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[0x0002's solution](#)

1484.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[0x0002's solution](#)

1485.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[0x0002's solution](#)

1486.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers

[0x0002's solution](#)

1487.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy

[0x0002's solution](#)

1488.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[0x0002's solution](#)

1489.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[0x0002's solution](#)

1490.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[0x0002's solution](#)

1491.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[0x0002's solution](#)

1492.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[0x0002's solution](#)

1493.

2056F2

[Xor of Median \(Hard Version\)](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[0x0002's solution](#)

1494.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp

[0x0002's solution](#)

1495.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[0x0002's solution](#)

1496.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[0x0002's solution](#)

1497.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2025-05-16 · last AC: 2025-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[0x0002's solution](#)

1498.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[0x0002's solution](#)

1499.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[0x0002's solution](#)

1500.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-14 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[0x0002's solution](#)

1501.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[0x0002's solution](#)

1502.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2024-12-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[0x0002's solution](#)

1503.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[0x0002's solution](#)

1504.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, hashing, implementation

[0x0002's solution](#)

1505.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities, trees

[0x0002's solution](#)

1506.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[0x0002's solution](#)

1507.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[0x0002's solution](#)

1508.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, trees

[0x0002's solution](#)

1509.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[0x0002's solution](#)

1510.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, probabilities

[0x0002's solution](#)

1511.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[0x0002's solution](#)

1512.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2024-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory

[0x0002's solution](#)

1513.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2024-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[0x0002's solution](#)

1514.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[0x0002's solution](#)

1515.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-11-15 · last AC: 2024-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[0x0002's solution](#)

1516.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[0x0002's solution](#)

1517.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[0x0002's solution](#)

1518.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[0x0002's solution](#)

1519.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[0x0002's solution](#)

1520.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[0x0002's solution](#)

1521.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, hashing, trees

[0x0002's solution](#)

1522.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[0x0002's solution](#)

1523.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[0x0002's solution](#)

1524.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2025-07-17 · last AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[0x0002's solution](#)

1525.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[0x0002's solution](#)

1526.

1958I

[Equal Trees](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3100 · first AC: 2025-04-26 · Kotlin 1.9 (first AC) · Tags: *special, graphs, meet-in-the-middle

[0x0002's solution](#)

1527.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[0x0002's solution](#)

1528.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[0x0002's solution](#)

1529.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2025-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, interactive

[0x0002's solution](#)

1530.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[0x0002's solution](#)

1531.

720C

[Homework](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3100 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

1532.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[0x0002's solution](#)

1533.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[0x0002's solution](#)

1534.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

1535.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft

[0x0002's solution](#)

1536.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[0x0002's solution](#)

1537.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[0x0002's solution](#)

1538.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[0x0002's solution](#)

1539.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-09-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, trees

[0x0002's solution](#)

1540.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[0x0002's solution](#)

1541.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2024-05-17 · last AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[0x0002's solution](#)

1542.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-05-02 · last AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[0x0002's solution](#)

1543.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[0x0002's solution](#)

1544.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 3100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[0x0002's solution](#)

1545.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2022-02-22 · last AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[0x0002's solution](#)

1546.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[0x0002's solution](#)

1547.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 3200 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[0x0002's solution](#)

1548.

2128F

[Strict Triangle](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths

[0x0002's solution](#)

1549.

923F

[Public Service](#) · [Tutorial](#)

Quality: 131 global accepts · Rating: 3200 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, trees

[0x0002's solution](#)

1550.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[0x0002's solution](#)

1551.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[0x0002's solution](#)

1552.

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[0x0002's solution](#)

1553.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-03-09 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs

[0x0002's solution](#)

1554.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[0x0002's solution](#)

1555.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[0x0002's solution](#)

1556.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

1557.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[0x0002's solution](#)

1558.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[0x0002's solution](#)

1559.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[0x0002's solution](#)

1560.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[0x0002's solution](#)

1561.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2024-03-27 · last AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, strings

[0x0002's solution](#)

1562.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp

[0x0002's solution](#)

1563.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[0x0002's solution](#)

1564.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[0x0002's solution](#)

1565.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp

[0x0002's solution](#)

1566.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[0x0002's solution](#)

1567.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2025-07-13 · last AC: 2025-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[0x0002's solution](#)

1568.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[0x0002's solution](#)

1569.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[0x0002's solution](#)

1570.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[0x0002's solution](#)

1571.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[0x0002's solution](#)

1572.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs

[0x0002's solution](#)

1573.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[0x0002's solution](#)

1574.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[0x0002's solution](#)

1575.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[0x0002's solution](#)

1576.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[0x0002's solution](#)

1577.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory

[0x0002's solution](#)

1578.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[0x0002's solution](#)

1579.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,212 global accepts · Rating: 3400 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[0x0002's solution](#)

1580.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, trees

[0x0002's solution](#)

1581.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, math, trees

[0x0002's solution](#)

1582.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[0x0002's solution](#)

1583.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 361 global accepts · Rating: 3400 · first AC: 2024-02-05 · last AC: 2025-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[0x0002's solution](#)

1584.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[0x0002's solution](#)

1585.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[0x0002's solution](#)

1586.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: games, interactive

[0x0002's solution](#)

1587.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[0x0002's solution](#)

1588.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[0x0002's solution](#)

1589.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3500 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[0x0002's solution](#)

1590.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[0x0002's solution](#)

1591.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[0x0002's solution](#)

1592.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[0x0002's solution](#)

1593.

104008C

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

Rating: — · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1594.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1595.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1596.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1597.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1598.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1599.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1600.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1601.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1602.

103415F

[Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1603.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1604.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1605.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1606.

103409D

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

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1607.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1608.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1609.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1610.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1611.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1612.

104369D

[New Houses](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1613.

104369I

[Path Planning](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1614.

104369K

[Peg Solitaire](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[0x0002's solution](#)

1615.

104369C

[Trading](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[0x0002's solution](#)**1616.**

104369A

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

Rating: — · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[0x0002's solution](#)**1617.**

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: *special, implementation

[0x0002's solution](#)**1618.**

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[0x0002's solution](#)**1619.**

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings

[0x0002's solution](#)**1620.**

undefined206

[Roads](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: *special

[0x0002's solution](#)**1621.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2024-02-07 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[0x0002's solution](#)**1622.**

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[0x0002's solution](#)**1623.**

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-03 · last AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[0x0002's solution](#)**1624.**

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-03 · Text (first AC) · Tags: *special, constructive algorithms

[0x0002's solution](#)**1625.**

394A

[Counting Sticks](#) · [Tutorial](#)

Quality: 2,738 global accepts · Rating: — · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[0x0002's solution](#)

1626.

399B

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

Quality: 1,883 global accepts · Rating: — · first AC: 2022-02-12 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —
[0x0002's solution](#)

1627.

393A

[Nineteen](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: — · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: —
[0x0002's solution](#)

1628.

1145E

[Fourier Doodles](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: — · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: —
[0x0002's solution](#)

1629.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: *special, math, number theory
[0x0002's solution](#)

1630.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2021-01-08 · last AC: 2021-01-08 · GNU C++11 (first AC) · Tags: *special, implementation
[0x0002's solution](#)

1631.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: *special, brute force
[0x0002's solution](#)