

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

<https://cfelitetracker.vercel.app>

Unique solved — AbdelmagedNour

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

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

Filters: none

Count: 1,667

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[AbdelmagedNour's solution](#)

2.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,081 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[AbdelmagedNour's solution](#)

3.

2183A

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

Quality: 23,667 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[AbdelmagedNour's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[AbdelmagedNour's solution](#)

5.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[AbdelmagedNour's solution](#)

6.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,874 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[AbdelmagedNour's solution](#)

7.

2157A

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

Quality: 16,492 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[AbdelmagedNour's solution](#)

8.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[AbdelmagedNour's solution](#)

9.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[AbdelmagedNour's solution](#)

10.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 800 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[AbdelmagedNour's solution](#)

11.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[AbdelmagedNour's solution](#)

12.

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[AbdelmagedNour's solution](#)

13.

2155A

[El fucho](#) · [Tutorial](#)

Quality: 25,162 global accepts · Rating: 800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

14.

2147A

[Shortest Increasing Path](#) · [Tutorial](#)

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

15.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,680 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)

16.

2134A

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

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

[AbdelmagedNour's solution](#)

17.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

18.

2125A

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

Quality: 27,978 global accepts · Rating: 800 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[AbdelmagedNour's solution](#)

19.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

20.

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

21.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[AbdelmagedNour's solution](#)

22.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

23.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

24.

2110A

[Fashionable Array](#) · [Tutorial](#)

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[AbdelmagedNour's solution](#)

25.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

26.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

27.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[AbdelmagedNour's solution](#)

28.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[AbdelmagedNour's solution](#)

29.

2043A

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

Quality: 26,988 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

30.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory

[AbdelmagedNour's solution](#)

31.

2034A

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

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[AbdelmagedNour's solution](#)

32.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

33.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[AbdelmagedNour's solution](#)

34.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,696 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

35.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[AbdelmagedNour's solution](#)

36.

1774A

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

Quality: 23,530 global accepts · Rating: 800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

37.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AbdelmagedNour's solution](#)

38.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,797 global accepts · Rating: 800 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[AbdelmagedNour's solution](#)

39.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

40.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

- 41.**
1984A
[Strange Splitting](#) · [Tutorial](#)
Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[AbdelmagedNour's solution](#)
- 42.**
1976A
[Verify Password](#) · [Tutorial](#)
Quality: 32,644 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[AbdelmagedNour's solution](#)
- 43.**
1975A
[Bazoka and Mocha's Array](#) · [Tutorial](#)
Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[AbdelmagedNour's solution](#)
- 44.**
1971B
[Different String](#) · [Tutorial](#)
Quality: 44,706 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[AbdelmagedNour's solution](#)
- 45.**
1971A
[My First Sorting Problem](#) · [Tutorial](#)
Quality: 59,478 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[AbdelmagedNour's solution](#)
- 46.**
1968B
[Prefigence](#) · [Tutorial](#)
Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[AbdelmagedNour's solution](#)
- 47.**
1968A
[Maximize?](#) · [Tutorial](#)
Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[AbdelmagedNour's solution](#)
- 48.**
1922A
[Tricky Template](#) · [Tutorial](#)
Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings
[AbdelmagedNour's solution](#)
- 49.**
1814A
[Coins](#) · [Tutorial](#)
Quality: 51,446 global accepts · Rating: 800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[AbdelmagedNour's solution](#)
- 50.**
1821A
[Matching](#) · [Tutorial](#)
Quality: 21,188 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[AbdelmagedNour's solution](#)
- 51.**
1773F
[Football](#) · [Tutorial](#)
Quality: 4,781 global accepts · Rating: 800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

52.

1956B

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

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[AbdelmagedNour's solution](#)

53.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[AbdelmagedNour's solution](#)

54.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings

[AbdelmagedNour's solution](#)

55.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[AbdelmagedNour's solution](#)

56.

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[AbdelmagedNour's solution](#)

57.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,920 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

58.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,295 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

59.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: strings

[AbdelmagedNour's solution](#)

60.

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[AbdelmagedNour's solution](#)

61.

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AbdelmagedNour's solution](#)

62.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[AbdelmagedNour's solution](#)

63.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

64.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

65.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

66.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[AbdelmagedNour's solution](#)

67.

1930A

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

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

[AbdelmagedNour's solution](#)

68.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[AbdelmagedNour's solution](#)

69.

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[AbdelmagedNour's solution](#)

70.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,575 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

71.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,593 global accepts · Rating: 800 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

72.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[AbdelmagedNour's solution](#)

73.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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

[AbdelmagedNour's solution](#)

74.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[AbdelmagedNour's solution](#)

75.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[AbdelmagedNour's solution](#)

76.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,182 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

[AbdelmagedNour's solution](#)

77.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,351 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

[AbdelmagedNour's solution](#)

78.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,796 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

[AbdelmagedNour's solution](#)

79.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

80.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

81.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

82.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[AbdelmagedNour's solution](#)

83.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

84.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[AbdelmagedNour's solution](#)

85.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,837 global accepts · Rating: 800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[AbdelmagedNour's solution](#)

86.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games
[AbdelmagedNour's solution](#)

87.

1845A

[Forbidden Integer](#) · [Tutorial](#)

Quality: 47,342 global accepts · Rating: 800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[AbdelmagedNour's solution](#)

88.

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: games, math
[AbdelmagedNour's solution](#)

89.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers
[AbdelmagedNour's solution](#)

90.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,498 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees
[AbdelmagedNour's solution](#)

91.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[AbdelmagedNour's solution](#)

92.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[AbdelmagedNour's solution](#)

93.

1799A

[Recent Actions](#) · [Tutorial](#)

Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math
[AbdelmagedNour's solution](#)

94.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
[AbdelmagedNour's solution](#)

95.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[AbdelmagedNour's solution](#)

96.

1763A

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

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

[AbdelmagedNour's solution](#)

97.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,557 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

98.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[AbdelmagedNour's solution](#)

99.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AbdelmagedNour's solution](#)

100.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,007 global accepts · Rating: 800 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AbdelmagedNour's solution](#)

101.

1750B

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

Quality: 16,815 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[AbdelmagedNour's solution](#)

102.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[AbdelmagedNour's solution](#)

103.

1704A

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

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

104.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

105.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[AbdelmagedNour's solution](#)

106.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[AbdelmagedNour's solution](#)

107.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,595 global accepts · Rating: 800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[AbdelmagedNour's solution](#)

108.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[AbdelmagedNour's solution](#)

109.

1705A

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

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

110.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

111.

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games

[AbdelmagedNour's solution](#)

112.

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-03 · last AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force

[AbdelmagedNour's solution](#)

113.

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[AbdelmagedNour's solution](#)

114.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AbdelmagedNour's solution](#)

115.

1686A

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

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

[AbdelmagedNour's solution](#)

116.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

117.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[AbdelmagedNour's solution](#)

118.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

119.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings

[AbdelmagedNour's solution](#)

120.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

121.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,817 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: games, implementation, math

[AbdelmagedNour's solution](#)

122.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

123.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

124.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AbdelmagedNour's solution](#)

125.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[AbdelmagedNour's solution](#)

126.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

127.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

128.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AbdelmagedNour's solution](#)

129.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,320 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[AbdelmagedNour's solution](#)

130.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

131.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

132.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[AbdelmagedNour's solution](#)

133.

1634A

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

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AbdelmagedNour's solution](#)

134.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,400 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

135.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,020 global accepts · Rating: 800 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AbdelmagedNour's solution](#)

136.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

137.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

138.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,283 global accepts · Rating: 800 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AbdelmagedNour's solution](#)

139.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,925 global accepts · Rating: 800 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[AbdelmagedNour's solution](#)

140.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[AbdelmagedNour's solution](#)

141.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

142.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[AbdelmagedNour's solution](#)

143.

1624A

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

Quality: 60,269 global accepts · Rating: 800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

144.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

145.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

146.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[AbdelmagedNour's solution](#)

147.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,033 global accepts · Rating: 800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[AbdelmagedNour's solution](#)

148.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

149.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

150.

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[AbdelmagedNour's solution](#)

151.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AbdelmagedNour's solution](#)

152.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

153.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

154.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

155.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AbdelmagedNour's solution](#)

156.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[AbdelmagedNour's solution](#)

157.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

158.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

159.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

160.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,685 global accepts · Rating: 800 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

161.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[AbdelmagedNour's solution](#)

162.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

163.

1579A

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

Quality: 41,992 global accepts · Rating: 800 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[AbdelmagedNour's solution](#)

164.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

165.

1604A

[Era](#) · [Tutorial](#)

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

[AbdelmagedNour's solution](#)

166.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[AbdelmagedNour's solution](#)

167.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

168.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[AbdelmagedNour's solution](#)

169.

1594A

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

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

170.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[AbdelmagedNour's solution](#)

171.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

172.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

173.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

174.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-09-04 · last AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[AbdelmagedNour's solution](#)

175.

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,834 global accepts · Rating: 800 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AbdelmagedNour's solution](#)

176.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, sortings

[AbdelmagedNour's solution](#)

177.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

178.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

179.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,510 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

180.

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings
[AbdelmagedNour's solution](#)

181.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
[AbdelmagedNour's solution](#)

182.

1549A

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

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AbdelmagedNour's solution](#)

183.

918A

[Eleven](#) · [Tutorial](#)

Quality: 18,240 global accepts · Rating: 800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AbdelmagedNour's solution](#)

184.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AbdelmagedNour's solution](#)

185.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,122 global accepts · Rating: 800 · first AC: 2020-09-17 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math
[AbdelmagedNour's solution](#)

186.

202A

[LLPS](#) · [Tutorial](#)

Quality: 19,757 global accepts · Rating: 800 · first AC: 2021-07-20 · last AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, strings
[AbdelmagedNour's solution](#)

187.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AbdelmagedNour's solution](#)

188.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[AbdelmagedNour's solution](#)

189.

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AbdelmagedNour's solution](#)

190.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2020-09-17 · last AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

191.

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

192.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,326 global accepts · Rating: 800 · first AC: 2020-10-03 · last AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

193.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,007 global accepts · Rating: 800 · first AC: 2020-09-17 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AbdelmagedNour's solution](#)

194.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AbdelmagedNour's solution](#)

195.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[AbdelmagedNour's solution](#)

196.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

197.

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

198.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[AbdelmagedNour's solution](#)

199.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

200.

1294A

[Collecting Coins](#) · [Tutorial](#)

Quality: 53,431 global accepts · Rating: 800 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

201.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[AbdelMagedNour's solution](#)

202.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,942 global accepts · Rating: 800 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AbdelMagedNour's solution](#)

203.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[AbdelMagedNour's solution](#)

204.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,153 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AbdelMagedNour's solution](#)

205.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AbdelMagedNour's solution](#)

206.

1353A

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

Quality: 44,586 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[AbdelMagedNour's solution](#)

207.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,084 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[AbdelMagedNour's solution](#)

208.

1348A

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

Quality: 42,849 global accepts · Rating: 800 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AbdelMagedNour's solution](#)

209.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[AbdelMagedNour's solution](#)

210.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,206 global accepts · Rating: 800 · first AC: 2020-10-03 · last AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AbdelMagedNour's solution](#)

211.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AbdelMagedNour's solution](#)

212.

231A

[Team](#) · [Tutorial](#)

Quality: 430,231 global accepts · Rating: 800 · first AC: 2020-09-15 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[AbdelmagedNour's solution](#)

213.

266A

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

Quality: 244,542 global accepts · Rating: 800 · first AC: 2020-09-17 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

214.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

215.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,252 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

216.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,902 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[AbdelmagedNour's solution](#)

217.

1337A

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

Quality: 42,909 global accepts · Rating: 800 · first AC: 2021-05-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

218.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,875 global accepts · Rating: 800 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AbdelmagedNour's solution](#)

219.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

220.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,630 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AbdelmagedNour's solution](#)

221.

1520A

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

Quality: 58,455 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AbdelmagedNour's solution](#)

222.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

223.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,092 global accepts · Rating: 800 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AbdelmagedNour's solution](#)

224.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,583 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AbdelmagedNour's solution](#)

225.

490A

[Team Olympiad](#) · [Tutorial](#)

Quality: 71,002 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[AbdelmagedNour's solution](#)

226.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AbdelmagedNour's solution](#)

227.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,974 global accepts · Rating: 800 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[AbdelmagedNour's solution](#)

228.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[AbdelmagedNour's solution](#)

229.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,125 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AbdelmagedNour's solution](#)

230.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,775 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AbdelmagedNour's solution](#)

231.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,060 global accepts · Rating: 800 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AbdelmagedNour's solution](#)

232.

233A

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

Quality: 49,148 global accepts · Rating: 800 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AbdelmagedNour's solution](#)

233.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,302 global accepts · Rating: 800 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[AbdelmagedNour's solution](#)

234.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,749 global accepts · Rating: 800 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation
[AbdelmagedNour's solution](#)

235.

822A

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

Quality: 36,808 global accepts · Rating: 800 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[AbdelmagedNour's solution](#)

236.

432A

[Choosing Teams](#) · [Tutorial](#)

Quality: 69,505 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[AbdelmagedNour's solution](#)

237.

758A

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

Quality: 75,303 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AbdelmagedNour's solution](#)

238.

723A

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

Quality: 100,710 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[AbdelmagedNour's solution](#)

239.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,236 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AbdelmagedNour's solution](#)

240.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,131 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[AbdelmagedNour's solution](#)

241.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,831 global accepts · Rating: 800 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math
[AbdelmagedNour's solution](#)

242.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, strings
[AbdelmagedNour's solution](#)

243.

1459A

[Red-Blue Shuffle](#) · [Tutorial](#)

Quality: 17,655 global accepts · Rating: 800 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities
[AbdelmagedNour's solution](#)

244.

1462B

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

Quality: 29,175 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
[AbdelmagedNour's solution](#)

245.

1462A

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

Quality: 48,961 global accepts · Rating: 800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[AbdelmagedNour's solution](#)

246.

59A

[Word](#) · [Tutorial](#)

Quality: 227,911 global accepts · Rating: 800 · first AC: 2020-09-18 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

247.

112A

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

Quality: 287,236 global accepts · Rating: 800 · first AC: 2020-09-17 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

248.

791A

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

Quality: 257,207 global accepts · Rating: 800 · first AC: 2020-09-17 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

249.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,517 global accepts · Rating: 800 · first AC: 2020-10-03 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

250.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,575 global accepts · Rating: 800 · first AC: 2020-10-03 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

251.

1454B

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

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

252.

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, probabilities

[AbdelmagedNour's solution](#)

253.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

254.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,591 global accepts · Rating: 800 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

255.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

256.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,939 global accepts · Rating: 800 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

257.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

258.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

259.

750A

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

Quality: 92,557 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math

[AbdelmagedNour's solution](#)

260.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,427 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[AbdelmagedNour's solution](#)

261.

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[AbdelmagedNour's solution](#)

262.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,016 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AbdelmagedNour's solution](#)

263.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

264.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

265.

1445A

[Array Rearrangement](#) · [Tutorial](#)

Quality: 20,361 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

266.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,721 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

267.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,089 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

268.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

269.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

270.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,466 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[AbdelmagedNour's solution](#)

271.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[AbdelmagedNour's solution](#)

272.

1374A

[Required Remainder](#) · [Tutorial](#)

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

273.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AbdelmagedNour's solution](#)

274.

1371A

[Magical Sticks](#) · [Tutorial](#)

Quality: 51,258 global accepts · Rating: 800 · first AC: 2020-10-10 · last AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

275.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

276.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

277.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 800 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

278.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

279.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,644 global accepts · Rating: 800 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

280.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-19 · last AC: 2020-10-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[AbdelmagedNour's solution](#)

281.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · last AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

282.

1154A

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

Quality: 87,060 global accepts · Rating: 800 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

283.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,954 global accepts · Rating: 800 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

284.

1352A

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

Quality: 104,109 global accepts · Rating: 800 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

285.

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,772 global accepts · Rating: 800 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

286.

155A

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

Quality: 93,661 global accepts · Rating: 800 · first AC: 2020-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AbdelmagedNour's solution](#)

287.

1430B

[Barrels](#) · [Tutorial](#)

Quality: 20,278 global accepts · Rating: 800 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AbdelmagedNour's solution](#)

288.

1353B

[Two Arrays And Swaps](#) · [Tutorial](#)

Quality: 58,122 global accepts · Rating: 800 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

289.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,666 global accepts · Rating: 800 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[AbdelmagedNour's solution](#)

290.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,940 global accepts · Rating: 800 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

291.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,907 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

292.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,361 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AbdelmagedNour's solution](#)

293.

1335A

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

Quality: 104,794 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

294.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,405 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[AbdelmagedNour's solution](#)

295.

268A

[Games](#) · [Tutorial](#)

Quality: 104,203 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AbdelmagedNour's solution](#)

296.

785A

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

Quality: 110,947 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

297.

1328A

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

Quality: 131,899 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

298.

443A

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

Quality: 112,040 global accepts · Rating: 800 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

299.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,396 global accepts · Rating: 800 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

300.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[AbdelmagedNour's solution](#)

301.

228A

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

Quality: 139,805 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

302.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,194 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

303.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,390 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AbdelmagedNour's solution](#)

304.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,415 global accepts · Rating: 800 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

305.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,081 global accepts · Rating: 800 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

306.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,453 global accepts · Rating: 800 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

307.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,523 global accepts · Rating: 800 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

308.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,929 global accepts · Rating: 800 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

309.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

310.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,957 global accepts · Rating: 800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

311.

486A

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

Quality: 154,134 global accepts · Rating: 800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

312.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,727 global accepts · Rating: 800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AbdelmagedNour's solution](#)

313.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,436 global accepts · Rating: 800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

314.

110A

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

Quality: 199,489 global accepts · Rating: 800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

315.

266B

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

Quality: 166,074 global accepts · Rating: 800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[AbdelmagedNour's solution](#)

316.

977A

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

Quality: 217,479 global accepts · Rating: 800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

317.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,545 global accepts · Rating: 800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

318.

546A

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

Quality: 235,196 global accepts · Rating: 800 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[AbdelmagedNour's solution](#)

319.

281A

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

Quality: 270,971 global accepts · Rating: 800 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

320.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,330 global accepts · Rating: 800 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings,

strings

[AbdelmagedNour's solution](#)

321.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,258 global accepts · Rating: 800 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

322.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,691 global accepts · Rating: 800 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

323.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,454 global accepts · Rating: 800 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[AbdelmagedNour's solution](#)

324.

71A

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

Quality: 503,226 global accepts · Rating: 800 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AbdelmagedNour's solution](#)

325.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,781 global accepts · Rating: 800 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

326.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[AbdelmagedNour's solution](#)

327.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,862 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

328.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

329.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

330.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

331.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[AbdelmagedNour's solution](#)

332.

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

[AbdelmagedNour's solution](#)

333.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

334.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

335.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[AbdelmagedNour's solution](#)

336.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AbdelmagedNour's solution](#)

337.

1971C

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

Quality: 41,575 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

338.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,628 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

339.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,574 global accepts · Rating: 900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[AbdelmagedNour's solution](#)

340.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[AbdelmagedNour's solution](#)

341.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,023 global accepts · Rating: 900 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

342.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,602 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

343.

1915D

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

Quality: 35,083 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[AbdelmagedNour's solution](#)

344.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

345.

1837B

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

Quality: 50,098 global accepts · Rating: 900 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

346.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[AbdelmagedNour's solution](#)

347.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[AbdelmagedNour's solution](#)

348.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

349.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

350.

1709B

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

Quality: 25,839 global accepts · Rating: 900 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[AbdelmagedNour's solution](#)

351.

1705B

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

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AbdelmagedNour's solution](#)

352.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

353.

1624B

[Make AP](#) · [Tutorial](#)

Quality: 52,938 global accepts · Rating: 900 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[AbdelMagedNour's solution](#)

354.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[AbdelMagedNour's solution](#)

355.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[AbdelMagedNour's solution](#)

356.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[AbdelMagedNour's solution](#)

357.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory
[AbdelMagedNour's solution](#)

358.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: math
[AbdelMagedNour's solution](#)

359.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[AbdelMagedNour's solution](#)

360.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,443 global accepts · Rating: 900 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math
[AbdelMagedNour's solution](#)

361.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: strings
[AbdelMagedNour's solution](#)

362.

1593B

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

Quality: 40,644 global accepts · Rating: 900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math
[AbdelMagedNour's solution](#)

363.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AbdelmagedNour's solution](#)

364.

1559A

[Mocha and Math](#) · Tutorial

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[AbdelmagedNour's solution](#)

365.

115A

[Party](#) · Tutorial

Quality: 43,351 global accepts · Rating: 900 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AbdelmagedNour's solution](#)

366.

1433C

[Dominant Piranha](#) · Tutorial

Quality: 28,606 global accepts · Rating: 900 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

367.

1555A

[PizzaForces](#) · Tutorial

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

368.

1113A

[Sasha and His Trip](#) · Tutorial

Quality: 18,318 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AbdelmagedNour's solution](#)

369.

1279A

[New Year Garland](#) · Tutorial

Quality: 17,810 global accepts · Rating: 900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

370.

133A

[HQ9+](#) · Tutorial

Quality: 125,004 global accepts · Rating: 900 · first AC: 2020-10-03 · last AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

371.

1537B

[Bad Boy](#) · Tutorial

Quality: 42,302 global accepts · Rating: 900 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

372.

1335B

[Construct the String](#) · Tutorial

Quality: 42,599 global accepts · Rating: 900 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

373.

1535B

[Array Reordering](#) · Tutorial

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[AbdelmagedNour's solution](#)

374.

152A

[Marks](#) · Tutorial

Quality: 18,618 global accepts · Rating: 900 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

375.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[AbdelmagedNour's solution](#)

376.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,037 global accepts · Rating: 900 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[AbdelmagedNour's solution](#)

377.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,466 global accepts · Rating: 900 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

378.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,387 global accepts · Rating: 900 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

379.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,930 global accepts · Rating: 900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AbdelmagedNour's solution](#)

380.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

381.

1475B

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

Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[AbdelmagedNour's solution](#)

382.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,811 global accepts · Rating: 900 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

383.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,070 global accepts · Rating: 900 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[AbdelmagedNour's solution](#)

384.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 900 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[AbdelmagedNour's solution](#)

385.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,472 global accepts · Rating: 900 · first AC: 2020-10-03 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AbdelmagedNour's solution](#)

386.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,388 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

387.

554A

[Kyoya and Photobooks](#) · [Tutorial](#)

Quality: 14,490 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings

[AbdelmagedNour's solution](#)

388.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[AbdelmagedNour's solution](#)

389.

496A

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

Quality: 17,173 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[AbdelmagedNour's solution](#)

390.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AbdelmagedNour's solution](#)

391.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,328 global accepts · Rating: 900 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

392.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

393.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,674 global accepts · Rating: 900 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: games

[AbdelmagedNour's solution](#)

394.

1374B

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

Quality: 71,581 global accepts · Rating: 900 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

395.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

396.

1430A

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

Quality: 21,754 global accepts · Rating: 900 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[AbdelmagedNour's solution](#)

397.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

398.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,059 global accepts · Rating: 900 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: strings

[AbdelmagedNour's solution](#)

399.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,899 global accepts · Rating: 900 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

400.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,683 global accepts · Rating: 900 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[AbdelmagedNour's solution](#)

401.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

402.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,094 global accepts · Rating: 900 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

403.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,705 global accepts · Rating: 900 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

404.

96A

[Football](#) · [Tutorial](#)

Quality: 193,642 global accepts · Rating: 900 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

405.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[AbdelmagedNour's solution](#)

406.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

407.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[AbdelmagedNour's solution](#)

408.

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

409.

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

410.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[AbdelmagedNour's solution](#)

411.

2037C

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

Quality: 25,530 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AbdelmagedNour's solution](#)

412.

1975B

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

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[AbdelmagedNour's solution](#)

413.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,262 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[AbdelmagedNour's solution](#)

414.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

415.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,246 global accepts · Rating: 1000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: strings

[AbdelmagedNour's solution](#)

416.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,907 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)

417.

1876A

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

Quality: 34,915 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

418.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[AbdelmagedNour's solution](#)

419.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,369 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[AbdelmagedNour's solution](#)

420.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

421.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

422.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2023-05-07 · last AC: 2023-05-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[AbdelmagedNour's solution](#)

423.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

424.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

425.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[AbdelmagedNour's solution](#)

426.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,777 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

427.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,914 global accepts · Rating: 1000 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[AbdelmagedNour's solution](#)

428.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,605 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

429.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[AbdelmagedNour's solution](#)

430.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,952 global accepts · Rating: 1000 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdelmagedNour's solution](#)

431.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

432.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AbdelmagedNour's solution](#)

433.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,317 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[AbdelmagedNour's solution](#)

434.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

435.

1620B

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

Quality: 31,474 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, math

[AbdelmagedNour's solution](#)

436.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[AbdelmagedNour's solution](#)

437.

1614B

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

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[AbdelmagedNour's solution](#)

438.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

439.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings
[AbdelmagedNour's solution](#)

440.

1579E1

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

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[AbdelmagedNour's solution](#)

441.

1593C

[Save More Mice](#) · [Tutorial](#)

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

442.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AbdelmagedNour's solution](#)

443.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,935 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[AbdelmagedNour's solution](#)

444.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AbdelmagedNour's solution](#)

445.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1000 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, math
[AbdelmagedNour's solution](#)

446.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,400 global accepts · Rating: 1000 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[AbdelmagedNour's solution](#)

447.

579A

[Raising Bacteria](#) · [Tutorial](#)

Quality: 78,921 global accepts · Rating: 1000 · first AC: 2021-05-08 · last AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[AbdelmagedNour's solution](#)

448.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,415 global accepts · Rating: 1000 · first AC: 2020-09-15 · last AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[AbdelmagedNour's solution](#)

449.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy,

math

[AbdelmagedNour's solution](#)

450.

766A

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

Quality: 34,547 global accepts · Rating: 1000 · first AC: 2021-02-16 · last AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[AbdelmagedNour's solution](#)

451.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,316 global accepts · Rating: 1000 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

452.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

453.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AbdelmagedNour's solution](#)

454.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,608 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

455.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,264 global accepts · Rating: 1000 · first AC: 2021-05-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

456.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)

457.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[AbdelmagedNour's solution](#)

458.

1520C

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

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

459.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[AbdelmagedNour's solution](#)

460.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,941 global accepts · Rating: 1000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

461.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[AbdelmagedNour's solution](#)

462.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,315 global accepts · Rating: 1000 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

463.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

464.

500A

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

Quality: 62,688 global accepts · Rating: 1000 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[AbdelmagedNour's solution](#)

465.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,059 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AbdelmagedNour's solution](#)

466.

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

467.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,531 global accepts · Rating: 1000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[AbdelmagedNour's solution](#)

468.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AbdelmagedNour's solution](#)

469.

733A

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

470.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[AbdelmagedNour's solution](#)

471.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

472.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,069 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AbdelmagedNour's solution](#)

473.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,383 global accepts · Rating: 1000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[AbdelmagedNour's solution](#)

474.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,727 global accepts · Rating: 1000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[AbdelmagedNour's solution](#)

475.

1362A

[Johnny and Ancient Computer](#) · [Tutorial](#)

Quality: 34,080 global accepts · Rating: 1000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

476.

476A

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

Quality: 51,610 global accepts · Rating: 1000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

477.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

478.

742A

[Arpa's hard exam and Mehrdad's naive cheat](#) · [Tutorial](#)

Quality: 51,981 global accepts · Rating: 1000 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[AbdelmagedNour's solution](#)

479.

577A

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

Quality: 45,283 global accepts · Rating: 1000 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[AbdelmagedNour's solution](#)

480.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,234 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[AbdelmagedNour's solution](#)

481.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,372 global accepts · Rating: 1000 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

482.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,481 global accepts · Rating: 1000 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

483.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,276 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

484.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,974 global accepts · Rating: 1000 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

485.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,794 global accepts · Rating: 1000 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, number theory

[AbdelmagedNour's solution](#)

486.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1000 · first AC: 2020-09-18 · last AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

487.

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,986 global accepts · Rating: 1000 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AbdelmagedNour's solution](#)

488.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,355 global accepts · Rating: 1000 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

489.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,847 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

490.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,186 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

491.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

492.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[AbdelmagedNour's solution](#)

493.

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

494.

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[AbdelmagedNour's solution](#)

495.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

496.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AbdelmagedNour's solution](#)

497.

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[AbdelmagedNour's solution](#)

498.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[AbdelmagedNour's solution](#)

499.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[AbdelmagedNour's solution](#)

500.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

501.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[AbdelmagedNour's solution](#)

502.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[AbdelmagedNour's solution](#)

503.

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[AbdelmagedNour's solution](#)

504.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[AbdelmagedNour's solution](#)

505.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[AbdelmagedNour's solution](#)

506.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

507.

2025B

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

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AbdelmagedNour's solution](#)

508.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

509.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, strings

[AbdelmagedNour's solution](#)

510.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

511.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

512.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,555 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings

[AbdelmagedNour's solution](#)

513.

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[AbdelmagedNour's solution](#)

514.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,490 global accepts · Rating: 1100 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings, two pointers

[AbdelmagedNour's solution](#)

515.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

516.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[AbdelmagedNour's solution](#)

517.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,013 global accepts · Rating: 1100 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[AbdelmagedNour's solution](#)

518.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[AbdelmagedNour's solution](#)

519.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[AbdelmagedNour's solution](#)

520.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[AbdelmagedNour's solution](#)

521.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

522.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[AbdelmagedNour's solution](#)

523.

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings
[AbdelmagedNour's solution](#)

524.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[AbdelmagedNour's solution](#)

525.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[AbdelmagedNour's solution](#)

526.

1762B

[Make Array Good](#) · [Tutorial](#)

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

527.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[AbdelmagedNour's solution](#)

528.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
[AbdelmagedNour's solution](#)

529.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[AbdelmagedNour's solution](#)

530.

1686C

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

Rating: 1100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[AbdelmagedNour's solution](#)

531.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[AbdelmagedNour's solution](#)

532.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

533.

950B

[Intercepted Message](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

534.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,546 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings

[AbdelmagedNour's solution](#)

535.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,225 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

536.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

537.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,500 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[AbdelmagedNour's solution](#)

538.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

539.

1395B

[Boboniu Plays Chess](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

540.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,511 global accepts · Rating: 1100 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[AbdelmagedNour's solution](#)

541.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, ternary search

[AbdelmagedNour's solution](#)

542.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,055 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

543.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[AbdelmagedNour's solution](#)

544.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)

545.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AbdelmagedNour's solution](#)

546.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,401 global accepts · Rating: 1100 · first AC: 2022-02-07 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

547.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

548.

1631B

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

Quality: 26,893 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AbdelmagedNour's solution](#)

549.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AbdelmagedNour's solution](#)

550.

1625B

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

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[AbdelmagedNour's solution](#)

551.

1624C

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

Quality: 26,832 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math

[AbdelmagedNour's solution](#)

552.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AbdelmagedNour's solution](#)

553.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[AbdelmagedNour's solution](#)

554.

1457B

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

Rating: 1100 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[AbdelmagedNour's solution](#)

555.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

556.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[AbdelmagedNour's solution](#)

557.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[AbdelmagedNour's solution](#)

558.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[AbdelmagedNour's solution](#)

559.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

560.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

561.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[AbdelmagedNour's solution](#)

562.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

563.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[AbdelmagedNour's solution](#)

564.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[AbdelmagedNour's solution](#)

565.

1566D1

[Seating Arrangements \(easy version\) · Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[AbdelmagedNour's solution](#)

566.

1557B

[Moamen and k-subarrays · Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[AbdelmagedNour's solution](#)

567.

535B

[Tavas and SaDDas · Tutorial](#)

Quality: 26,661 global accepts · Rating: 1100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, implementation
[AbdelmagedNour's solution](#)

568.

158B

[Taxi · Tutorial](#)

Quality: 103,812 global accepts · Rating: 1100 · first AC: 2020-09-22 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation
[AbdelmagedNour's solution](#)

569.

545B

[Equidistant String · Tutorial](#)

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AbdelmagedNour's solution](#)

570.

630J

[Divisibility · Tutorial](#)

Quality: 12,714 global accepts · Rating: 1100 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AbdelmagedNour's solution](#)

571.

869A

[The Artful Expedient · Tutorial](#)

Quality: 9,795 global accepts · Rating: 1100 · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[AbdelmagedNour's solution](#)

572.

467B

[Fedor and New Game · Tutorial](#)

Quality: 42,849 global accepts · Rating: 1100 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[AbdelmagedNour's solution](#)

573.

842B

[Gleb And Pizza · Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2021-07-01 · last AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[AbdelmagedNour's solution](#)

574.

919B

[Perfect Number · Tutorial](#)

Quality: 31,607 global accepts · Rating: 1100 · first AC: 2021-02-08 · last AC: 2021-06-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[AbdelmagedNour's solution](#)

575.

1033B

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

Quality: 11,955 global accepts · Rating: 1100 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

576.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,824 global accepts · Rating: 1100 · first AC: 2021-06-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[AbdelmagedNour's solution](#)

577.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AbdelmagedNour's solution](#)

578.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,187 global accepts · Rating: 1100 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

579.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,289 global accepts · Rating: 1100 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math

[AbdelmagedNour's solution](#)

580.

331C1

[The Great Julya Calendar](#) · [Tutorial](#)

Quality: 7,085 global accepts · Rating: 1100 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

581.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[AbdelmagedNour's solution](#)

582.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[AbdelmagedNour's solution](#)

583.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1100 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[AbdelmagedNour's solution](#)

584.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[AbdelmagedNour's solution](#)

585.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,514 global accepts · Rating: 1100 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[AbdelmagedNour's solution](#)

586.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,926 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[AbdelmagedNour's solution](#)

587.

1360C

[Similar Pairs](#) · [Tutorial](#)

Quality: 36,782 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings

[AbdelmagedNour's solution](#)

588.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[AbdelmagedNour's solution](#)

589.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AbdelmagedNour's solution](#)

590.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

591.

483A

[Counterexample](#) · [Tutorial](#)

Quality: 24,885 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[AbdelmagedNour's solution](#)

592.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AbdelmagedNour's solution](#)

593.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

594.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[AbdelmagedNour's solution](#)

595.

1426C

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

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[AbdelmagedNour's solution](#)

596.

2196A

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

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[AbdelmagedNour's solution](#)

597.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[AbdelmagedNour's solution](#)

598.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[AbdelmagedNour's solution](#)

599.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

600.

2135A

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

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[AbdelmagedNour's solution](#)

601.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[AbdelmagedNour's solution](#)

602.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)

603.

2118B

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

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

604.

2062C

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

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

605.

2053B

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

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[AbdelmagedNour's solution](#)

606.

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · last AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[AbdelmagedNour's solution](#)

607.

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

608.

1975C

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

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[AbdelmagedNour's solution](#)

609.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[AbdelmagedNour's solution](#)

610.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

611.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AbdelmagedNour's solution](#)

612.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

613.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[AbdelmagedNour's solution](#)

614.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[AbdelmagedNour's solution](#)

615.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

616.

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[AbdelmagedNour's solution](#)

617.

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[AbdelmagedNour's solution](#)

618.

1909B

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

Quality: 30,960 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)

619.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[AbdelmagedNour's solution](#)

620.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[AbdelmagedNour's solution](#)

621.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[AbdelmagedNour's solution](#)

622.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

623.

1763B

[Incinerate](#) · [Tutorial](#)

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

[AbdelmagedNour's solution](#)

624.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[AbdelmagedNour's solution](#)

625.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

626.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
[AbdelmagedNour's solution](#)

627.

1657C

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

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[AbdelmagedNour's solution](#)

628.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[AbdelmagedNour's solution](#)

629.

606A

[Magic Spheres](#) · [Tutorial](#)

Quality: 8,239 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[AbdelmagedNour's solution](#)

630.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[AbdelmagedNour's solution](#)

631.

569B

[Inventory](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[AbdelmagedNour's solution](#)

632.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[AbdelmagedNour's solution](#)

633.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,429 global accepts · Rating: 1200 · first AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: math
[AbdelmagedNour's solution](#)

634.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[AbdelmagedNour's solution](#)

635.

1635C

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

Quality: 25,132 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[AbdelmagedNour's solution](#)

636.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[AbdelmagedNour's solution](#)

637.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,713 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[AbdelmagedNour's solution](#)

638.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[AbdelmagedNour's solution](#)

639.

872B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

640.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[AbdelmagedNour's solution](#)

641.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,336 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings

[AbdelmagedNour's solution](#)

642.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[AbdelmagedNour's solution](#)

643.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[AbdelmagedNour's solution](#)

644.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,577 global accepts · Rating: 1200 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar

[AbdelmagedNour's solution](#)

645.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,436 global accepts · Rating: 1200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

646.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,334 global accepts · Rating: 1200 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[AbdelmagedNour's solution](#)

647.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,828 global accepts · Rating: 1200 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[AbdelmagedNour's solution](#)

648.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[AbdelmagedNour's solution](#)

649.

1097B

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

Quality: 35,951 global accepts · Rating: 1200 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[AbdelmagedNour's solution](#)

650.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[AbdelmagedNour's solution](#)

651.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,029 global accepts · Rating: 1200 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

652.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

653.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[AbdelmagedNour's solution](#)

654.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

655.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,536 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[AbdelmagedNour's solution](#)

656.

1149A

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

Quality: 17,894 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AbdelmagedNour's solution](#)

657.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,361 global accepts · Rating: 1200 · first AC: 2021-01-23 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[AbdelmagedNour's solution](#)

658.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory

[AbdelmagedNour's solution](#)

659.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation

[AbdelmagedNour's solution](#)

660.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

661.

1537C

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

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdelmagedNour's solution](#)

662.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-06 · last AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[AbdelmagedNour's solution](#)

663.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

664.

1527B1

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

Quality: 34,399 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[AbdelmagedNour's solution](#)

665.

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2021-02-10 · last AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

666.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2021-05-12 · last AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

667.

1121B

[Mike and Children](#) · [Tutorial](#)

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[AbdelmagedNour's solution](#)

668.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,476 global accepts · Rating: 1200 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[AbdelmagedNour's solution](#)

669.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,687 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

670.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[AbdelmagedNour's solution](#)

671.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,655 global accepts · Rating: 1200 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[AbdelmagedNour's solution](#)

672.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

673.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

674.

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

675.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[AbdelmagedNour's solution](#)

676.

492B

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

Quality: 90,185 global accepts · Rating: 1200 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, sortings

[AbdelmagedNour's solution](#)

677.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

678.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

679.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[AbdelMagedNour's solution](#)

680.

2144C

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

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AbdelMagedNour's solution](#)

681.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[AbdelMagedNour's solution](#)

682.

2129A

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

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[AbdelMagedNour's solution](#)

683.

2118C

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

Quality: 18,477 global accepts · Rating: 1300 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, greedy, math

[AbdelMagedNour's solution](#)

684.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelMagedNour's solution](#)

685.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[AbdelMagedNour's solution](#)

686.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[AbdelMagedNour's solution](#)

687.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[AbdelMagedNour's solution](#)

688.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[AbdelmagedNour's solution](#)

689.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[AbdelmagedNour's solution](#)

690.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings

[AbdelmagedNour's solution](#)

691.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

692.

2023A

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

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AbdelmagedNour's solution](#)

693.

1984C1

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

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

[AbdelmagedNour's solution](#)

694.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[AbdelmagedNour's solution](#)

695.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, strings

[AbdelmagedNour's solution](#)

696.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[AbdelmagedNour's solution](#)

697.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[AbdelmagedNour's solution](#)

698.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[AbdelmagedNour's solution](#)

699.

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[AbdelmagedNour's solution](#)

700.

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,522 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math

[AbdelmagedNour's solution](#)

701.

1889A

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

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AbdelmagedNour's solution](#)

702.

1879C

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

Quality: 27,112 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy

[AbdelmagedNour's solution](#)

703.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[AbdelmagedNour's solution](#)

704.

1867C

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

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[AbdelmagedNour's solution](#)

705.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

706.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[AbdelmagedNour's solution](#)

707.

1815A

[lan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

708.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[AbdelmagedNour's solution](#)

709.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[AbdelmagedNour's solution](#)

710.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[AbdelmagedNour's solution](#)

711.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings
[AbdelmagedNour's solution](#)

712.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[AbdelmagedNour's solution](#)

713.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
[AbdelmagedNour's solution](#)

714.

1591C

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

Rating: 1300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[AbdelmagedNour's solution](#)

715.

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
[AbdelmagedNour's solution](#)

716.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[AbdelmagedNour's solution](#)

717.

1602C

[Array Elimination](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory
[AbdelmagedNour's solution](#)

718.

1604C

[Di-visible Confusion](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[AbdelmagedNour's solution](#)

719.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data

structures, greedy

[AbdelmagedNour's solution](#)

720.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AbdelmagedNour's solution](#)

721.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[AbdelmagedNour's solution](#)

722.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,877 global accepts · Rating: 1300 · first AC: 2020-11-13 · last AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[AbdelmagedNour's solution](#)

723.

1561B

[Charmed by the Game](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

724.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AbdelmagedNour's solution](#)

725.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[AbdelmagedNour's solution](#)

726.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[AbdelmagedNour's solution](#)

727.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[AbdelmagedNour's solution](#)

728.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AbdelmagedNour's solution](#)

729.

96B

[Lucky Numbers \(easy\)](#) · [Tutorial](#)

Quality: 19,099 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[AbdelmagedNour's solution](#)

730.

1249B2

[Books Exchange \(hard version\) · Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math
[AbdelmagedNour's solution](#)

731.

429A

[Xor-tree · Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
[AbdelmagedNour's solution](#)

732.

893C

[Rumor · Tutorial](#)

Quality: 28,269 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
[AbdelmagedNour's solution](#)

733.

51A

[Cheaterius's Problem · Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[AbdelmagedNour's solution](#)

734.

476B

[Dreamoon and WiFi · Tutorial](#)

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities
[AbdelmagedNour's solution](#)

735.

1174C

[Ehab and a Special Coloring Problem · Tutorial](#)

Quality: 12,784 global accepts · Rating: 1300 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[AbdelmagedNour's solution](#)

736.

1155C

[Alarm Clocks Everywhere · Tutorial](#)

Quality: 9,771 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[AbdelmagedNour's solution](#)

737.

124C

[Prime Permutation · Tutorial](#)

Rating: 1300 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, number theory, sortings, strings
[AbdelmagedNour's solution](#)

738.

236B

[Easy Number Challenge · Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2021-07-08 · last AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
[AbdelmagedNour's solution](#)

739.

486B

[OR in Matrix · Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation
[AbdelmagedNour's solution](#)

740.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[AbdelmagedNour's solution](#)

741.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)

742.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,097 global accepts · Rating: 1300 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

743.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,064 global accepts · Rating: 1300 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[AbdelmagedNour's solution](#)

744.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,209 global accepts · Rating: 1300 · first AC: 2021-06-27 · last AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings

[AbdelmagedNour's solution](#)

745.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,003 global accepts · Rating: 1300 · first AC: 2020-11-17 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[AbdelmagedNour's solution](#)

746.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

747.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,400 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[AbdelmagedNour's solution](#)

748.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,822 global accepts · Rating: 1300 · first AC: 2020-10-14 · last AC: 2021-05-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, number theory

[AbdelmagedNour's solution](#)

749.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2021-01-23 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

750.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,109 global accepts · Rating: 1300 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[AbdelmagedNour's solution](#)

751.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2021-05-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

752.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,867 global accepts · Rating: 1300 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AbdelmagedNour's solution](#)

753.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)

754.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[AbdelmagedNour's solution](#)

755.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[AbdelmagedNour's solution](#)

756.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

757.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

758.

4C

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

Quality: 108,138 global accepts · Rating: 1300 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[AbdelmagedNour's solution](#)

759.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,874 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AbdelmagedNour's solution](#)

760.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2021-06-26 · last AC: 2026-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[AbdelmagedNour's solution](#)

761.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2021-07-21 · last AC: 2026-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[AbdelmagedNour's solution](#)

762.

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[AbdelmagedNour's solution](#)

763.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdelmagedNour's solution](#)

764.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[AbdelmagedNour's solution](#)

765.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[AbdelmagedNour's solution](#)

766.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[AbdelmagedNour's solution](#)

767.

2154C1

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

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[AbdelmagedNour's solution](#)

768.

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[AbdelmagedNour's solution](#)

769.

2111D

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

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[AbdelmagedNour's solution](#)

770.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,827 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

771.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AbdelmagedNour's solution](#)

772.

2034C

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

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[AbdelmagedNour's solution](#)

773.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[AbdelmagedNour's solution](#)

774.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[AbdelmagedNour's solution](#)

775.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[AbdelmagedNour's solution](#)

776.

1967B1

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

Quality: 16,055 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AbdelmagedNour's solution](#)

777.

1967A

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

Quality: 14,939 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[AbdelmagedNour's solution](#)

778.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,706 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[AbdelmagedNour's solution](#)

779.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

780.

1895C

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

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing,

implementation, math

[AbdelmagedNour's solution](#)

781.

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

782.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,562 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, greedy

[AbdelmagedNour's solution](#)

783.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

784.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,658 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[AbdelmagedNour's solution](#)

785.

1919C

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

Quality: 28,577 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[AbdelmagedNour's solution](#)

786.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[AbdelmagedNour's solution](#)

787.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AbdelmagedNour's solution](#)

788.

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[AbdelmagedNour's solution](#)

789.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

790.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,970 global accepts · Rating: 1400 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

791.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[AbdelmagedNour's solution](#)

792.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[AbdelmagedNour's solution](#)

793.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

794.

1762C

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

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[AbdelmagedNour's solution](#)

795.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

796.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[AbdelmagedNour's solution](#)

797.

1705C

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

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

[AbdelmagedNour's solution](#)

798.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[AbdelmagedNour's solution](#)

799.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[AbdelmagedNour's solution](#)

800.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

801.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,300 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[AbdelmagedNour's solution](#)

802.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[AbdelmagedNour's solution](#)

803.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[AbdelmagedNour's solution](#)

804.

1624D

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

Quality: 19,080 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings

[AbdelmagedNour's solution](#)

805.

1605C

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

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-12-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, strings

[AbdelmagedNour's solution](#)

806.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[AbdelmagedNour's solution](#)

807.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, math

[AbdelmagedNour's solution](#)

808.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[AbdelmagedNour's solution](#)

809.

1579D

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

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[AbdelmagedNour's solution](#)

810.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[AbdelmagedNour's solution](#)

811.

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2021-09-04 · last AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

812.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,838 global accepts · Rating: 1400 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

813.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,907 global accepts · Rating: 1400 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

814.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[AbdelmagedNour's solution](#)

815.

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,760 global accepts · Rating: 1400 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[AbdelmagedNour's solution](#)

816.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1400 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs

[AbdelmagedNour's solution](#)

817.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,411 global accepts · Rating: 1400 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu

[AbdelmagedNour's solution](#)

818.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,906 global accepts · Rating: 1400 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AbdelmagedNour's solution](#)

819.

108B

[Datatypes](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 1400 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings

[AbdelmagedNour's solution](#)

820.

41B

[Martian Dollar](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1400 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[AbdelmagedNour's solution](#)

821.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2021-07-02 · last AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

822.

550B

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

Quality: 27,444 global accepts · Rating: 1400 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force

[AbdelmagedNour's solution](#)

823.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

824.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1400 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[AbdelmagedNour's solution](#)

825.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[AbdelmagedNour's solution](#)

826.

515C

[Drazil and Factorial](#) · [Tutorial](#)

Quality: 28,708 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AbdelmagedNour's solution](#)

827.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[AbdelmagedNour's solution](#)

828.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[AbdelmagedNour's solution](#)

829.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[AbdelmagedNour's solution](#)

830.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,464 global accepts · Rating: 1400 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

831.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[AbdelmagedNour's solution](#)

832.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,684 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[AbdelmagedNour's solution](#)

833.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[AbdelmagedNour's solution](#)

834.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-10-19 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[AbdelmagedNour's solution](#)

835.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[AbdelmagedNour's solution](#)

836.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1400 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

837.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,990 global accepts · Rating: 1400 · first AC: 2021-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AbdelmagedNour's solution](#)

838.

1520E

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

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdelmagedNour's solution](#)

839.

489C

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

Quality: 51,679 global accepts · Rating: 1400 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[AbdelmagedNour's solution](#)

840.

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,180 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[AbdelmagedNour's solution](#)

841.

279B

[Books](#) · [Tutorial](#)

Quality: 72,423 global accepts · Rating: 1400 · first AC: 2020-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[AbdelmagedNour's solution](#)

842.

253B

[Physics Practical](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1400 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[AbdelMagedNour's solution](#)

843.

437B

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

Quality: 10,448 global accepts · Rating: 1500 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[AbdelMagedNour's solution](#)

844.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[AbdelMagedNour's solution](#)

845.

2183D1

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

Quality: 8,854 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AbdelMagedNour's solution](#)

846.

2169D1

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

Quality: 8,542 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[AbdelMagedNour's solution](#)

847.

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[AbdelMagedNour's solution](#)

848.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[AbdelMagedNour's solution](#)

849.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[AbdelMagedNour's solution](#)

850.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[AbdelMagedNour's solution](#)

851.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

852.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 1500 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[AbdelmagedNour's solution](#)

853.

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,470 global accepts · Rating: 1500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AbdelmagedNour's solution](#)

854.

1891C

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

Quality: 20,353 global accepts · Rating: 1500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

855.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[AbdelmagedNour's solution](#)

856.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[AbdelmagedNour's solution](#)

857.

1876B

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

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[AbdelmagedNour's solution](#)

858.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

859.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

860.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[AbdelmagedNour's solution](#)

861.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[AbdelMagedNour's solution](#)

862.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[AbdelMagedNour's solution](#)

863.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[AbdelMagedNour's solution](#)

864.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[AbdelMagedNour's solution](#)

865.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[AbdelMagedNour's solution](#)

866.

1646C

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

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[AbdelMagedNour's solution](#)

867.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AbdelMagedNour's solution](#)

868.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[AbdelMagedNour's solution](#)

869.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[AbdelMagedNour's solution](#)

870.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics,

constructive algorithms, dp, math

[AbdelmagedNour's solution](#)

871.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[AbdelmagedNour's solution](#)

872.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[AbdelmagedNour's solution](#)

873.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[AbdelmagedNour's solution](#)

874.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdelmagedNour's solution](#)

875.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[AbdelmagedNour's solution](#)

876.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[AbdelmagedNour's solution](#)

877.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,973 global accepts · Rating: 1500 · first AC: 2020-11-13 · last AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

878.

282C

[XOR and OR](#) · [Tutorial](#)

Quality: 10,183 global accepts · Rating: 1500 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[AbdelmagedNour's solution](#)

879.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2021-07-27 · last AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths

[AbdelmagedNour's solution](#)

880.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,459 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[AbdelmagedNour's solution](#)

881.

320B

[Ping-Pong \(Easy Version\) · Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[AbdelmagedNour's solution](#)

882.

356A

[Knight Tournament · Tutorial](#)

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[AbdelmagedNour's solution](#)

883.

630K

[Indivisibility · Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

884.

620C

[Pearls in a Row · Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

885.

978F

[Mentors · Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[AbdelmagedNour's solution](#)

886.

676C

[Vasya and String · Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, strings, two pointers

[AbdelmagedNour's solution](#)

887.

702C

[Cellular Network · Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[AbdelmagedNour's solution](#)

888.

812C

[Sagheer and Nubian Market · Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2021-06-20 · last AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[AbdelmagedNour's solution](#)

889.

2A

[Winner · Tutorial](#)

Quality: 31,225 global accepts · Rating: 1500 · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[AbdelmagedNour's solution](#)

890.

1538F

[Interesting Function · Tutorial](#)

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, math, number theory

[AbdelmagedNour's solution](#)

891.

436A

[Feed with Candy](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 1500 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[AbdelmagedNour's solution](#)

892.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
[AbdelmagedNour's solution](#)

893.

550C

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

Quality: 32,134 global accepts · Rating: 1500 · first AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math
[AbdelmagedNour's solution](#)

894.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
[AbdelmagedNour's solution](#)

895.

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,922 global accepts · Rating: 1500 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[AbdelmagedNour's solution](#)

896.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
[AbdelmagedNour's solution](#)

897.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[AbdelmagedNour's solution](#)

898.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[AbdelmagedNour's solution](#)

899.

569A

[Music](#) · [Tutorial](#)

Quality: 5,062 global accepts · Rating: 1500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[AbdelmagedNour's solution](#)

900.

1462E1

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

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
[AbdelmagedNour's solution](#)

901.

2207B

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

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[AbdelmagedNour's solution](#)

902.

2207C

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

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[AbdelmagedNour's solution](#)

903.

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers
[AbdelmagedNour's solution](#)

904.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[AbdelmagedNour's solution](#)

905.

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers
[AbdelmagedNour's solution](#)

906.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees
[AbdelmagedNour's solution](#)

907.

2162E

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

Quality: 9,336 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, schedules
[AbdelmagedNour's solution](#)

908.

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[AbdelmagedNour's solution](#)

909.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[AbdelmagedNour's solution](#)

910.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math
[AbdelmagedNour's solution](#)

911.

2046B

[Move Back at a Cost](#) · Tutorial

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[AbdelmagedNour's solution](#)

912.

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

[AbdelmagedNour's solution](#)

913.

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[AbdelmagedNour's solution](#)

914.

1774D

[Same Count One](#) · Tutorial

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[AbdelmagedNour's solution](#)

915.

1994C

[Hungry Games](#) · Tutorial

Quality: 13,539 global accepts · Rating: 1600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[AbdelmagedNour's solution](#)

916.

2028C

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

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[AbdelmagedNour's solution](#)

917.

2018A

[Cards Partition](#) · Tutorial

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[AbdelmagedNour's solution](#)

918.

155D

[Colliders](#) · Tutorial

Rating: 1600 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

919.

1976C

[Job Interview](#) · Tutorial

Quality: 12,419 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[AbdelmagedNour's solution](#)

920.

1971F

[Circle Perimeter](#) · Tutorial

Quality: 12,469 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

[AbdelmagedNour's solution](#)

921.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,638 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

922.

1956C

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

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

923.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[AbdelmagedNour's solution](#)

924.

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AbdelmagedNour's solution](#)

925.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AbdelmagedNour's solution](#)

926.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,412 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, math

[AbdelmagedNour's solution](#)

927.

1920C

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

Quality: 19,917 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AbdelmagedNour's solution](#)

928.

1861C

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

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[AbdelmagedNour's solution](#)

929.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2021-08-08 · last AC: 2023-08-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[AbdelmagedNour's solution](#)

930.

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[AbdelmagedNour's solution](#)

931.

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[AbdelmagedNour's solution](#)

932.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AbdelmagedNour's solution](#)

933.

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[AbdelmagedNour's solution](#)

934.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdelmagedNour's solution](#)

935.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

936.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[AbdelmagedNour's solution](#)

937.

1688D

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

Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[AbdelmagedNour's solution](#)

938.

405C

[Unusual Product](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

939.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AbdelmagedNour's solution](#)

940.

1623C

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

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[AbdelmagedNour's solution](#)

941.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,541 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy,

sortings

[AbdelmagedNour's solution](#)

942.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[AbdelmagedNour's solution](#)

943.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, sortings

[AbdelmagedNour's solution](#)

944.

858D

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

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[AbdelmagedNour's solution](#)

945.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[AbdelmagedNour's solution](#)

946.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[AbdelmagedNour's solution](#)

947.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, sortings

[AbdelmagedNour's solution](#)

948.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

949.

1514C

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

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[AbdelmagedNour's solution](#)

950.

1607E

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

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

951.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[AbdelmagedNour's solution](#)

952.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[AbdelmagedNour's solution](#)

953.

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,776 global accepts · Rating: 1600 · first AC: 2021-09-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[AbdelmagedNour's solution](#)

954.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

955.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

956.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,050 global accepts · Rating: 1600 · first AC: 2021-02-12 · last AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[AbdelmagedNour's solution](#)

957.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AbdelmagedNour's solution](#)

958.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AbdelmagedNour's solution](#)

959.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[AbdelmagedNour's solution](#)

960.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[AbdelmagedNour's solution](#)

961.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[AbdelmagedNour's solution](#)

962.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[AbdelmagedNour's solution](#)

963.

780C

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Quality: 10,017 global accepts · Rating: 1600 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[AbdelmagedNour's solution](#)

964.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,125 global accepts · Rating: 1600 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

965.

244C

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

Rating: 1600 · first AC: 2021-07-21 · last AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math

[AbdelmagedNour's solution](#)

966.

878A

[Short Program](#) · [Tutorial](#)

Quality: 5,991 global accepts · Rating: 1600 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[AbdelmagedNour's solution](#)

967.

1350C

[Orac and LCM](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-12 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

968.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: binary search, number theory

[AbdelmagedNour's solution](#)

969.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory

[AbdelmagedNour's solution](#)

970.

347C

[Alice and Bob](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[AbdelmagedNour's solution](#)

971.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,837 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[AbdelmagedNour's solution](#)

972.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[AbdelmagedNour's solution](#)

973.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,431 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation

[AbdelmagedNour's solution](#)

974.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[AbdelmagedNour's solution](#)

975.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1600 · first AC: 2021-06-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[AbdelmagedNour's solution](#)

976.

1526C2

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

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[AbdelmagedNour's solution](#)

977.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

978.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,388 global accepts · Rating: 1600 · first AC: 2021-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[AbdelmagedNour's solution](#)

979.

1520F1

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

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[AbdelmagedNour's solution](#)

980.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[AbdelmagedNour's solution](#)

981.

1305C

[Kuron and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,784 global accepts · Rating: 1600 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math, number theory

[AbdelmagedNour's solution](#)

982.

343B

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

Quality: 17,288 global accepts · Rating: 1600 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[AbdelMagedNour's solution](#)

983.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdelMagedNour's solution](#)

984.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[AbdelMagedNour's solution](#)

985.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[AbdelMagedNour's solution](#)

986.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[AbdelMagedNour's solution](#)

987.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[AbdelMagedNour's solution](#)

988.

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-08-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AbdelMagedNour's solution](#)

989.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[AbdelMagedNour's solution](#)

990.

2118D1

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

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[AbdelMagedNour's solution](#)

991.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[AbdelMagedNour's solution](#)

992.

2110D

[Fewer Batteries](#) · Tutorial

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[AbdelmagedNour's solution](#)

993.

2096C

[Wonderful City](#) · Tutorial

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[AbdelmagedNour's solution](#)

994.

2053D

[Refined Product Optimality](#) · Tutorial

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[AbdelmagedNour's solution](#)

995.

2029C

[New Rating](#) · Tutorial

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy

[AbdelmagedNour's solution](#)

996.

2023B

[Skipping](#) · Tutorial

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths

[AbdelmagedNour's solution](#)

997.

2018C

[Tree Pruning](#) · Tutorial

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[AbdelmagedNour's solution](#)

998.

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[AbdelmagedNour's solution](#)

999.

1975D

[Paint the Tree](#) · Tutorial

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[AbdelmagedNour's solution](#)

1000.

1971G

[XOUR](#) · Tutorial

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

[AbdelmagedNour's solution](#)

1001.

1814B

[Long Legs](#) · Tutorial

Quality: 11,564 global accepts · Rating: 1700 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

1002.

1936A

[Bitwise Operation Wizard](#) · Tutorial

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[AbdelMagedNour's solution](#)

1003.

1901D

[Yet Another Monster Fight](#) · Tutorial

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[AbdelMagedNour's solution](#)

1004.

1948D

[Tandem Repeats?](#) · Tutorial

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[AbdelMagedNour's solution](#)

1005.

1916D

[Mathematical Problem](#) · Tutorial

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[AbdelMagedNour's solution](#)

1006.

1889B

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

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AbdelMagedNour's solution](#)

1007.

1879D

[Sum of XOR Functions](#) · Tutorial

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[AbdelMagedNour's solution](#)

1008.

1873H

[Mad City](#) · Tutorial

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[AbdelMagedNour's solution](#)

1009.

1868B1

[Candy Party \(Easy Version\)](#) · Tutorial

Quality: 8,325 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[AbdelMagedNour's solution](#)

1010.

1849D

[Array Painting](#) · Tutorial

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[AbdelMagedNour's solution](#)

1011.

1835A

[k-th equality](#) · Tutorial

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[AbdelmagedNour's solution](#)

1012.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AbdelmagedNour's solution](#)

1013.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[AbdelmagedNour's solution](#)

1014.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[AbdelmagedNour's solution](#)

1015.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[AbdelmagedNour's solution](#)

1016.

1709D

[Rororobot](#) · [Tutorial](#)

Quality: 10,210 global accepts · Rating: 1700 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math

[AbdelmagedNour's solution](#)

1017.

1706D1

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

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[AbdelmagedNour's solution](#)

1018.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[AbdelmagedNour's solution](#)

1019.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[AbdelmagedNour's solution](#)

1020.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[AbdelmagedNour's solution](#)

1021.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AbdelmagedNour's solution](#)

1022.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2021-10-22 · last AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[AbdelmagedNour's solution](#)

1023.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[AbdelmagedNour's solution](#)

1024.

756A

[Pavel and barbecue](#) · [Tutorial](#)

Quality: 3,217 global accepts · Rating: 1700 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar

[AbdelmagedNour's solution](#)

1025.

1629D

[Peculiar Movie Preferences](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AbdelmagedNour's solution](#)

1026.

1626C

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

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[AbdelmagedNour's solution](#)

1027.

1625C

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

Quality: 13,286 global accepts · Rating: 1700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

1028.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[AbdelmagedNour's solution](#)

1029.

1435D

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, schedules

[AbdelmagedNour's solution](#)

1030.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[AbdelmagedNour's solution](#)

1031.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp
[AbdelmagedNour's solution](#)

1032.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[AbdelmagedNour's solution](#)

1033.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
[AbdelmagedNour's solution](#)

1034.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[AbdelmagedNour's solution](#)

1035.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy
[AbdelmagedNour's solution](#)

1036.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,290 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities
[AbdelmagedNour's solution](#)

1037.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
[AbdelmagedNour's solution](#)

1038.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[AbdelmagedNour's solution](#)

1039.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths
[AbdelmagedNour's solution](#)

1040.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[AbdelmagedNour's solution](#)

1041.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[AbdelmagedNour's solution](#)

1042.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[AbdelmagedNour's solution](#)

1043.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AbdelmagedNour's solution](#)

1044.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2021-09-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[AbdelmagedNour's solution](#)

1045.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[AbdelmagedNour's solution](#)

1046.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[AbdelmagedNour's solution](#)

1047.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[AbdelmagedNour's solution](#)

1048.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[AbdelmagedNour's solution](#)

1049.

1111C

[Creative Snap](#) · [Tutorial](#)

Quality: 7,011 global accepts · Rating: 1700 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, math

[AbdelmagedNour's solution](#)

1050.

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[AbdelmagedNour's solution](#)

1051.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

1052.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)**1053.**

276D

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

Quality: 16,369 global accepts · Rating: 1700 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[AbdelmagedNour's solution](#)**1054.**

385C

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

Quality: 10,586 global accepts · Rating: 1700 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory

[AbdelmagedNour's solution](#)**1055.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[AbdelmagedNour's solution](#)**1056.**

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[AbdelmagedNour's solution](#)**1057.**

948B

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AbdelmagedNour's solution](#)**1058.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[AbdelmagedNour's solution](#)**1059.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)**1060.**

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[AbdelmagedNour's solution](#)**1061.**

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[AbdelmagedNour's solution](#)

1062.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

[AbdelMagedNour's solution](#)

1063.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[AbdelMagedNour's solution](#)

1064.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[AbdelMagedNour's solution](#)

1065.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[AbdelMagedNour's solution](#)

1066.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-11 · last AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[AbdelMagedNour's solution](#)

1067.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[AbdelMagedNour's solution](#)

1068.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,678 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[AbdelMagedNour's solution](#)

1069.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[AbdelMagedNour's solution](#)

1070.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[AbdelMagedNour's solution](#)

1071.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[AbdelmagedNour's solution](#)

1072.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[AbdelmagedNour's solution](#)

1073.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[AbdelmagedNour's solution](#)

1074.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[AbdelmagedNour's solution](#)

1075.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[AbdelmagedNour's solution](#)

1076.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AbdelmagedNour's solution](#)

1077.

1922E

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

Quality: 9,089 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

[AbdelmagedNour's solution](#)

1078.

1915G

[Bicycles](#) · [Tutorial](#)

Quality: 9,716 global accepts · Rating: 1800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, implementation, shortest paths, sortings

[AbdelmagedNour's solution](#)

1079.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[AbdelmagedNour's solution](#)

1080.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[AbdelmagedNour's solution](#)

1081.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AbdelmagedNour's solution](#)

1082.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[AbdelMagedNour's solution](#)

1083.

1843F1

[Omsk Metro \(simple version\)](#) · [Tutorial](#)

Quality: 6,348 global accepts · Rating: 1800 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, math, trees

[AbdelMagedNour's solution](#)

1084.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[AbdelMagedNour's solution](#)

1085.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[AbdelMagedNour's solution](#)

1086.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[AbdelMagedNour's solution](#)

1087.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-08-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[AbdelMagedNour's solution](#)

1088.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,274 global accepts · Rating: 1800 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[AbdelMagedNour's solution](#)

1089.

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2021-07-26 · last AC: 2022-07-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[AbdelMagedNour's solution](#)

1090.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2022-05-17 · last AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdelMagedNour's solution](#)

1091.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[AbdelmagedNour's solution](#)

1092.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,700 global accepts · Rating: 1800 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[AbdelmagedNour's solution](#)

1093.

1631D

[Range and Partition](#) · [Tutorial](#)

Rating: 1800 · first AC: 2022-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[AbdelmagedNour's solution](#)

1094.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdelmagedNour's solution](#)

1095.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

[AbdelmagedNour's solution](#)

1096.

1463C

[Busy Robot](#) · [Tutorial](#)

Quality: 6,055 global accepts · Rating: 1800 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdelmagedNour's solution](#)

1097.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[AbdelmagedNour's solution](#)

1098.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

1099.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AbdelmagedNour's solution](#)

1100.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,755 global accepts · Rating: 1800 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[AbdelmagedNour's solution](#)

1101.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[AbdelmagedNour's solution](#)

1102.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, two pointers

[AbdelmagedNour's solution](#)

1103.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[AbdelmagedNour's solution](#)

1104.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[AbdelmagedNour's solution](#)

1105.

1255E1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AbdelmagedNour's solution](#)

1106.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[AbdelmagedNour's solution](#)

1107.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[AbdelmagedNour's solution](#)

1108.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[AbdelmagedNour's solution](#)

1109.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[AbdelmagedNour's solution](#)

1110.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2026-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[AbdelmagedNour's solution](#)

1111.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[AbdelmagedNour's solution](#)

1112.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,994 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AbdelmagedNour's solution](#)

1113.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[AbdelmagedNour's solution](#)

1114.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[AbdelmagedNour's solution](#)

1115.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[AbdelmagedNour's solution](#)

1116.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[AbdelmagedNour's solution](#)

1117.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[AbdelmagedNour's solution](#)

1118.

2154D

[Catshock](#) · [Tutorial](#)

Quality: 4,764 global accepts · Rating: 1900 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees, two pointers

[AbdelmagedNour's solution](#)

1119.

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AbdelmagedNour's solution](#)

1120.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[AbdelmagedNour's solution](#)

1121.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[AbdelmagedNour's solution](#)

1122.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AbdelmagedNour's solution](#)

1123.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[AbdelmagedNour's solution](#)

1124.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[AbdelmagedNour's solution](#)

1125.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 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

[AbdelmagedNour's solution](#)

1126.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[AbdelmagedNour's solution](#)

1127.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[AbdelmagedNour's solution](#)

1128.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[AbdelmagedNour's solution](#)

1129.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[AbdelmagedNour's solution](#)

1130.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdelmagedNour's solution](#)

1131.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

data structures, math, string suffix structures, trees

[AbdelmagedNour's solution](#)

1132.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[AbdelmagedNour's solution](#)

1133.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

1134.

1891D

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

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[AbdelmagedNour's solution](#)

1135.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[AbdelmagedNour's solution](#)

1136.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[AbdelmagedNour's solution](#)

1137.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[AbdelmagedNour's solution](#)

1138.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[AbdelmagedNour's solution](#)

1139.

1921F

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

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[AbdelmagedNour's solution](#)

1140.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,493 global accepts · Rating: 1900 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[AbdelmagedNour's solution](#)

1141.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AbdelmagedNour's solution](#)

1142.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[AbdelmagedNour's solution](#)

1143.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[AbdelmagedNour's solution](#)

1144.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdelmagedNour's solution](#)

1145.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[AbdelmagedNour's solution](#)

1146.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,878 global accepts · Rating: 1900 · first AC: 2021-01-26 · last AC: 2023-06-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AbdelmagedNour's solution](#)

1147.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[AbdelmagedNour's solution](#)

1148.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

1149.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[AbdelmagedNour's solution](#)

1150.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[AbdelmagedNour's solution](#)

1151.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive

algorithms, greedy, math

[AbdelmagedNour's solution](#)

1152.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,086 global accepts · Rating: 1900 · first AC: 2022-08-20 · last AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[AbdelmagedNour's solution](#)

1153.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[AbdelmagedNour's solution](#)

1154.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[AbdelmagedNour's solution](#)

1155.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · last AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[AbdelmagedNour's solution](#)

1156.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2022-02-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[AbdelmagedNour's solution](#)

1157.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[AbdelmagedNour's solution](#)

1158.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-10 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[AbdelmagedNour's solution](#)

1159.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[AbdelmagedNour's solution](#)

1160.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[AbdelmagedNour's solution](#)

1161.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[AbdelMagedNour's solution](#)

1162.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdelMagedNour's solution](#)

1163.

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelMagedNour's solution](#)

1164.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,064 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AbdelMagedNour's solution](#)

1165.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[AbdelMagedNour's solution](#)

1166.

682D

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

Quality: 3,515 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[AbdelMagedNour's solution](#)

1167.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2021-11-21 · last AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[AbdelMagedNour's solution](#)

1168.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[AbdelMagedNour's solution](#)

1169.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, number theory, two pointers

[AbdelMagedNour's solution](#)

1170.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[AbdelMagedNour's solution](#)

1171.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures,

greedy

[AbdelmagedNour's solution](#)

1172.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[AbdelmagedNour's solution](#)

1173.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdelmagedNour's solution](#)

1174.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[AbdelmagedNour's solution](#)

1175.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[AbdelmagedNour's solution](#)

1176.

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, strings

[AbdelmagedNour's solution](#)

1177.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[AbdelmagedNour's solution](#)

1178.

1430E

[String Reversal](#) · [Tutorial](#)

Quality: 7,332 global accepts · Rating: 1900 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

[AbdelmagedNour's solution](#)

1179.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[AbdelmagedNour's solution](#)

1180.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, trees

[AbdelmagedNour's solution](#)

1181.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,072 global accepts · Rating: 1900 · first AC: 2021-08-12 · last AC: 2021-08-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AbdelmagedNour's solution](#)

1182.

1243D

[0-1 MST](#) · [Tutorial](#)

Quality: 1900 · first AC: 2021-07-29 · last AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[AbdelmagedNour's solution](#)

1183.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[AbdelmagedNour's solution](#)

1184.

226B

[Naughty Stone Piles](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 1900 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

1185.

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings

[AbdelmagedNour's solution](#)

1186.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[AbdelmagedNour's solution](#)

1187.

1527B2

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

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[AbdelmagedNour's solution](#)

1188.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[AbdelmagedNour's solution](#)

1189.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AbdelmagedNour's solution](#)

1190.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[AbdelmagedNour's solution](#)

1191.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[AbdelmagedNour's solution](#)

1192.

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[AbdelmagedNour's solution](#)

1193.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[AbdelmagedNour's solution](#)

1194.

2154C2

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

Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[AbdelmagedNour's solution](#)

1195.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AbdelmagedNour's solution](#)

1196.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[AbdelmagedNour's solution](#)

1197.

2096D

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

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[AbdelmagedNour's solution](#)

1198.

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

[AbdelmagedNour's solution](#)

1199.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AbdelmagedNour's solution](#)

1200.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[AbdelmagedNour's solution](#)

1201.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math, trees

[AbdelmagedNour's solution](#)

1202.

2028D

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

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[AbdelmagedNour's solution](#)

1203.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[AbdelmagedNour's solution](#)

1204.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[AbdelmagedNour's solution](#)

1205.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[AbdelmagedNour's solution](#)

1206.

1841D

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

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

1207.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[AbdelmagedNour's solution](#)

1208.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[AbdelmagedNour's solution](#)

1209.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[AbdelmagedNour's solution](#)

1210.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AbdelmagedNour's solution](#)

1211.

1867E1

[Salzg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[AbdelmagedNour's solution](#)

1212.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AbdelmagedNour's solution](#)

1213.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths

[AbdelmagedNour's solution](#)

1214.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[AbdelmagedNour's solution](#)

1215.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

1216.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-11-17 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[AbdelmagedNour's solution](#)

1217.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[AbdelmagedNour's solution](#)

1218.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2022-04-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[AbdelmagedNour's solution](#)

1219.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[AbdelmagedNour's solution](#)

1220.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[AbdelmagedNour's solution](#)

1221.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[AbdelmagedNour's solution](#)

1222.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[AbdelmagedNour's solution](#)

1223.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[AbdelmagedNour's solution](#)

1224.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[AbdelmagedNour's solution](#)

1225.

1457D

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp

[AbdelmagedNour's solution](#)

1226.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[AbdelmagedNour's solution](#)

1227.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

1228.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[AbdelmagedNour's solution](#)

1229.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 2000 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[AbdelmagedNour's solution](#)

1230.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[AbdelmagedNour's solution](#)

1231.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[AbdelMagedNour's solution](#)

1232.

1244E

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

Quality: 6,401 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[AbdelMagedNour's solution](#)

1233.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2021-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[AbdelMagedNour's solution](#)

1234.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2021-11-20 · last AC: 2021-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[AbdelMagedNour's solution](#)

1235.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2021-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelMagedNour's solution](#)

1236.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[AbdelMagedNour's solution](#)

1237.

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2021-11-19 · last AC: 2021-11-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[AbdelMagedNour's solution](#)

1238.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2021-10-16 · last AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[AbdelMagedNour's solution](#)

1239.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2021-09-23 · last AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[AbdelMagedNour's solution](#)

1240.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · last AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[AbdelMagedNour's solution](#)

1241.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[AbdelmagedNour's solution](#)

1242.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[AbdelmagedNour's solution](#)

1243.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[AbdelmagedNour's solution](#)

1244.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[AbdelmagedNour's solution](#)

1245.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

1246.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[AbdelmagedNour's solution](#)

1247.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[AbdelmagedNour's solution](#)

1248.

2169D2

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

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[AbdelmagedNour's solution](#)

1249.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[AbdelmagedNour's solution](#)

1250.

2162F

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

Quality: 2,915 global accepts · Rating: 2100 · first AC: 2025-10-17 · last AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[AbdelmagedNour's solution](#)

1251.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[AbdelMagedNour's solution](#)

1252.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[AbdelMagedNour's solution](#)

1253.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2025-05-01 · last AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[AbdelMagedNour's solution](#)

1254.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · last AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[AbdelMagedNour's solution](#)

1255.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[AbdelMagedNour's solution](#)

1256.

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

[AbdelMagedNour's solution](#)

1257.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[AbdelMagedNour's solution](#)

1258.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[AbdelMagedNour's solution](#)

1259.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[AbdelMagedNour's solution](#)

1260.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[AbdelmagedNour's solution](#)

1261.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[AbdelmagedNour's solution](#)

1262.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[AbdelmagedNour's solution](#)

1263.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math

[AbdelmagedNour's solution](#)

1264.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[AbdelmagedNour's solution](#)

1265.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-19 · last AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AbdelmagedNour's solution](#)

1266.

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

[AbdelmagedNour's solution](#)

1267.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,144 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[AbdelmagedNour's solution](#)

1268.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[AbdelmagedNour's solution](#)

1269.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[AbdelmagedNour's solution](#)

1270.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[AbdelMagedNour's solution](#)

1271.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[AbdelMagedNour's solution](#)

1272.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[AbdelMagedNour's solution](#)

1273.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,751 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[AbdelMagedNour's solution](#)

1274.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[AbdelMagedNour's solution](#)

1275.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[AbdelMagedNour's solution](#)

1276.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[AbdelMagedNour's solution](#)

1277.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · last AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[AbdelMagedNour's solution](#)

1278.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · last AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdelMagedNour's solution](#)

1279.

828E

[DNA Evolution](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[AbdelMagedNour's solution](#)

1280.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation,

math, meet-in-the-middle

[AbdelmagedNour's solution](#)

1281.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2021-09-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[AbdelmagedNour's solution](#)

1282.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,748 global accepts · Rating: 2100 · first AC: 2021-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

1283.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths

[AbdelmagedNour's solution](#)

1284.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[AbdelmagedNour's solution](#)

1285.

1255E2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-23 · last AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AbdelmagedNour's solution](#)

1286.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-07-22 · last AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[AbdelmagedNour's solution](#)

1287.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[AbdelmagedNour's solution](#)

1288.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[AbdelmagedNour's solution](#)

1289.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[AbdelmagedNour's solution](#)

1290.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[AbdelmagedNour's solution](#)

1291.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[AbdelmagedNour's solution](#)

1292.

2118D2

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

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[AbdelmagedNour's solution](#)

1293.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[AbdelmagedNour's solution](#)

1294.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[AbdelmagedNour's solution](#)

1295.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[AbdelmagedNour's solution](#)

1296.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · last AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[AbdelmagedNour's solution](#)

1297.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · last AC: 2024-09-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[AbdelmagedNour's solution](#)

1298.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[AbdelmagedNour's solution](#)

1299.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[AbdelmagedNour's solution](#)

1300.

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AbdelmagedNour's solution](#)

1301.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[AbdelMagedNour's solution](#)

1302.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 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

[AbdelMagedNour's solution](#)

1303.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[AbdelMagedNour's solution](#)

1304.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[AbdelMagedNour's solution](#)

1305.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[AbdelMagedNour's solution](#)

1306.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[AbdelMagedNour's solution](#)

1307.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[AbdelMagedNour's solution](#)

1308.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AbdelMagedNour's solution](#)

1309.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[AbdelMagedNour's solution](#)

1310.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive

[AbdelMagedNour's solution](#)

1311.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[AbdelmagedNour's solution](#)

1312.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, trees

[AbdelmagedNour's solution](#)

1313.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AbdelmagedNour's solution](#)

1314.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[AbdelmagedNour's solution](#)

1315.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[AbdelmagedNour's solution](#)

1316.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[AbdelmagedNour's solution](#)

1317.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdelmagedNour's solution](#)

1318.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[AbdelmagedNour's solution](#)

1319.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[AbdelmagedNour's solution](#)

1320.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2021-10-19 · last AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[AbdelmagedNour's solution](#)

1321.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[AbdelmagedNour's solution](#)**1322.**

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[AbdelmagedNour's solution](#)**1323.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[AbdelmagedNour's solution](#)**1324.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[AbdelmagedNour's solution](#)**1325.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[AbdelmagedNour's solution](#)**1326.**

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdelmagedNour's solution](#)**1327.**

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)**1328.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,249 global accepts · Rating: 2200 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[AbdelmagedNour's solution](#)**1329.**

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[AbdelmagedNour's solution](#)**1330.**

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[AbdelmagedNour's solution](#)

1331.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AbdelMagedNour's solution](#)

1332.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[AbdelMagedNour's solution](#)

1333.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[AbdelMagedNour's solution](#)

1334.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[AbdelMagedNour's solution](#)

1335.

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[AbdelMagedNour's solution](#)

1336.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, implementation

[AbdelMagedNour's solution](#)

1337.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[AbdelMagedNour's solution](#)

1338.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[AbdelMagedNour's solution](#)

1339.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, probabilities

[AbdelMagedNour's solution](#)

1340.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute

force, combinatorics, data structures, dp, math, trees

[AbdelmagedNour's solution](#)

1341.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[AbdelmagedNour's solution](#)

1342.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[AbdelmagedNour's solution](#)

1343.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1344.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[AbdelmagedNour's solution](#)

1345.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[AbdelmagedNour's solution](#)

1346.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[AbdelmagedNour's solution](#)

1347.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[AbdelmagedNour's solution](#)

1348.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[AbdelmagedNour's solution](#)

1349.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdelmagedNour's solution](#)

1350.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[AbdelMagedNour's solution](#)

1351.

1874C

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

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[AbdelMagedNour's solution](#)

1352.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[AbdelMagedNour's solution](#)

1353.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[AbdelMagedNour's solution](#)

1354.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-07 · last AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[AbdelMagedNour's solution](#)

1355.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[AbdelMagedNour's solution](#)

1356.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[AbdelMagedNour's solution](#)

1357.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[AbdelMagedNour's solution](#)

1358.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[AbdelMagedNour's solution](#)

1359.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[AbdelMagedNour's solution](#)

1360.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[AbdelmagedNour's solution](#)

1361.

789E

[The Great Mixing](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graph matchings, graphs, math, shortest paths

[AbdelmagedNour's solution](#)

1362.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[AbdelmagedNour's solution](#)

1363.

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[AbdelmagedNour's solution](#)

1364.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[AbdelmagedNour's solution](#)

1365.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[AbdelmagedNour's solution](#)

1366.

677D

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

Quality: 1,958 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[AbdelmagedNour's solution](#)

1367.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AbdelmagedNour's solution](#)

1368.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[AbdelmagedNour's solution](#)

1369.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[AbdelmagedNour's solution](#)

1370.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[AbdelmagedNour's solution](#)

1371.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[AbdelmagedNour's solution](#)

1372.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[AbdelmagedNour's solution](#)

1373.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[AbdelmagedNour's solution](#)

1374.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[AbdelmagedNour's solution](#)

1375.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[AbdelmagedNour's solution](#)

1376.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[AbdelmagedNour's solution](#)

1377.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-11-19 · last AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[AbdelmagedNour's solution](#)

1378.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[AbdelmagedNour's solution](#)

1379.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[AbdelMagedNour's solution](#)

1380.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[AbdelMagedNour's solution](#)

1381.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[AbdelMagedNour's solution](#)

1382.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[AbdelMagedNour's solution](#)

1383.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[AbdelMagedNour's solution](#)

1384.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[AbdelMagedNour's solution](#)

1385.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[AbdelMagedNour's solution](#)

1386.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[AbdelMagedNour's solution](#)

1387.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[AbdelMagedNour's solution](#)

1388.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[AbdelMagedNour's solution](#)

1389.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[AbdelmagedNour's solution](#)

1390.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[AbdelmagedNour's solution](#)

1391.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[AbdelmagedNour's solution](#)

1392.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 accepts · Rating: 2400 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[AbdelmagedNour's solution](#)

1393.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[AbdelmagedNour's solution](#)

1394.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[AbdelmagedNour's solution](#)

1395.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[AbdelmagedNour's solution](#)

1396.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[AbdelmagedNour's solution](#)

1397.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[AbdelmagedNour's solution](#)

1398.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[AbdelmagedNour's solution](#)

1399.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[AbdelMagedNour's solution](#)

1400.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-12 · last AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[AbdelMagedNour's solution](#)

1401.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[AbdelMagedNour's solution](#)

1402.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[AbdelMagedNour's solution](#)

1403.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[AbdelMagedNour's solution](#)

1404.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-10-31 · last AC: 2026-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[AbdelMagedNour's solution](#)

1405.

2154E

[No Mind To Think](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2500 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, sortings, ternary search, two pointers

[AbdelMagedNour's solution](#)

1406.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[AbdelMagedNour's solution](#)

1407.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-08-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[AbdelMagedNour's solution](#)

1408.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[AbdelmagedNour's solution](#)

1409.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-12-01 · last AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[AbdelmagedNour's solution](#)

1410.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[AbdelmagedNour's solution](#)

1411.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AbdelmagedNour's solution](#)

1412.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdelmagedNour's solution](#)

1413.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2024-04-16 · last AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[AbdelmagedNour's solution](#)

1414.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, implementation, interactive

[AbdelmagedNour's solution](#)

1415.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[AbdelmagedNour's solution](#)

1416.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-15 · last AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[AbdelmagedNour's solution](#)

1417.

1891E

[Brukhovich and Exams](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[AbdelmagedNour's solution](#)

1418.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[AbdelmagedNour's solution](#)

1419.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[AbdelmagedNour's solution](#)

1420.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[AbdelmagedNour's solution](#)

1421.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[AbdelmagedNour's solution](#)

1422.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-06-29 · last AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
[AbdelmagedNour's solution](#)

1423.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[AbdelmagedNour's solution](#)

1424.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp
[AbdelmagedNour's solution](#)

1425.

1549E

[The Three Little Pigs](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
[AbdelmagedNour's solution](#)

1426.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees
[AbdelmagedNour's solution](#)

1427.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees
[AbdelmagedNour's solution](#)

1428.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[AbdelmagedNour's solution](#)

1429.

2173F

[Isla's Memory Thresholds](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math

[AbdelmagedNour's solution](#)

1430.

2081D

[MST in Modulo Graph](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[AbdelmagedNour's solution](#)

1431.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[AbdelmagedNour's solution](#)

1432.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp

[AbdelmagedNour's solution](#)

1433.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[AbdelmagedNour's solution](#)

1434.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[AbdelmagedNour's solution](#)

1435.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, matrices

[AbdelmagedNour's solution](#)

1436.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AbdelmagedNour's solution](#)

1437.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[AbdelmagedNour's solution](#)

1438.

1447F1

[Frequency Problem \(Easy Version\) · Tutorial](#)

Rating: 2600 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdelmagedNour's solution](#)

1439.

1446D1

[Frequency Problem \(Easy Version\) · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdelmagedNour's solution](#)

1440.

1799G

[Count Voting · Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-02 · last AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[AbdelmagedNour's solution](#)

1441.

622F

[The Sum of the k-th Powers · Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdelmagedNour's solution](#)

1442.

1704F

[Colouring Game · Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[AbdelmagedNour's solution](#)

1443.

1425B

[Blue and Red of Our Faculty! · Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[AbdelmagedNour's solution](#)

1444.

955F

[Heaps · Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[AbdelmagedNour's solution](#)

1445.

1110F

[Nearest Leaf · Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[AbdelmagedNour's solution](#)

1446.

2169F

[Subsequence Problem · Tutorial](#)

Quality: 334 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[AbdelmagedNour's solution](#)

1447.

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[AbdelmagedNour's solution](#)

1448.

2043F

[Nim · Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[AbdelmagedNour's solution](#)

1449.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[AbdelmagedNour's solution](#)

1450.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[AbdelmagedNour's solution](#)

1451.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-11-12 · last AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[AbdelmagedNour's solution](#)

1452.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[AbdelmagedNour's solution](#)

1453.

1956E2

[Nene vs. Monsters \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[AbdelmagedNour's solution](#)

1454.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings, two pointers

[AbdelmagedNour's solution](#)

1455.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[AbdelmagedNour's solution](#)

1456.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[AbdelmagedNour's solution](#)

1457.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[AbdelmagedNour's solution](#)

1458.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[AbdelMagedNour's solution](#)

1459.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[AbdelMagedNour's solution](#)

1460.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[AbdelMagedNour's solution](#)

1461.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-10-29 · last AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[AbdelMagedNour's solution](#)

1462.

806D

[Perishable Roads](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[AbdelMagedNour's solution](#)

1463.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[AbdelMagedNour's solution](#)

1464.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[AbdelMagedNour's solution](#)

1465.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-05 · last AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[AbdelMagedNour's solution](#)

1466.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[AbdelMagedNour's solution](#)

1467.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-30 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[AbdelmagedNour's solution](#)

1468.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[AbdelmagedNour's solution](#)

1469.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 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, number theory

[AbdelmagedNour's solution](#)

1470.

1732E

[Location](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math, number theory

[AbdelmagedNour's solution](#)

1471.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdelmagedNour's solution](#)

1472.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[AbdelmagedNour's solution](#)

1473.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdelmagedNour's solution](#)

1474.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[AbdelmagedNour's solution](#)

1475.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-10-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[AbdelmagedNour's solution](#)

1476.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities

[AbdelmagedNour's solution](#)

1477.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[AbdelmagedNour's solution](#)

1478.

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · last AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[AbdelmagedNour's solution](#)

1479.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

[AbdelmagedNour's solution](#)

1480.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[AbdelmagedNour's solution](#)

1481.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[AbdelmagedNour's solution](#)

1482.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: strings, trees

[AbdelmagedNour's solution](#)

1483.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[AbdelmagedNour's solution](#)

1484.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[AbdelmagedNour's solution](#)

1485.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[AbdelmagedNour's solution](#)

1486.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[AbdelmagedNour's solution](#)

1487.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[AbdelmagedNour's solution](#)

1488.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2022-04-24 · last AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[AbdelMagedNour's solution](#)

1489.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-13 · last AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[AbdelMagedNour's solution](#)

1490.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive

[AbdelMagedNour's solution](#)

1491.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[AbdelMagedNour's solution](#)

1492.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[AbdelMagedNour's solution](#)

1493.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[AbdelMagedNour's solution](#)

1494.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2023-03-30 · last AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[AbdelMagedNour's solution](#)

1495.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[AbdelMagedNour's solution](#)

1496.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[AbdelMagedNour's solution](#)

1497.

1447F2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Rating: 3000 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdelmagedNour's solution](#)

1498.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers

[AbdelmagedNour's solution](#)

1499.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[AbdelmagedNour's solution](#)

1500.

2147G

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

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[AbdelmagedNour's solution](#)

1501.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[AbdelmagedNour's solution](#)

1502.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AbdelmagedNour's solution](#)

1503.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[AbdelmagedNour's solution](#)

1504.

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2022-06-06 · last AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[AbdelmagedNour's solution](#)

1505.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AbdelmagedNour's solution](#)

1506.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[AbdelmagedNour's solution](#)

1507.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2023-03-05 · last AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer

[AbdelmagedNour's solution](#)

1508.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[AbdelmagedNour's solution](#)

1509.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[AbdelmagedNour's solution](#)

1510.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2022-10-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[AbdelmagedNour's solution](#)

1511.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[AbdelmagedNour's solution](#)

1512.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[AbdelmagedNour's solution](#)

1513.

106167N

[Natural Navigation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1514.

106167D

[Decrypting Zodiac](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1515.

106167I

[Index Case](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1516.

106167K

[Killjoys' Conference](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1517.

106167H

[Hectic Harbour II](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1518.

106167A

[Amusement Arcade](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1519.

106167E

[Excursion to Porvoo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1520.

106167G

[Grid Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1521.

106167C

[Card Trading](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1522.

106167L

[Looking for Waldo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1523.

106167M

[Monty's Hall](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1524.

106167B

[Brexiting and Brentering](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1525.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1526.

2168C

[Intercepting Butterflies](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, constructive algorithms, graphs, interactive

[AbdelmagedNour's solution](#)

1527.

2168B

[Locate](#) · [Tutorial](#)

Quality: 1,552 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, communication, constructive algorithms, greedy, interactive

[AbdelmagedNour's solution](#)

1528.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive

algorithms, interactive

[AbdelmagedNour's solution](#)

1529.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[AbdelmagedNour's solution](#)

1530.

101992K

[Crazy queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1531.

101992E

[Count permutations](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1532.

101992C

[Array transformation](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1533.

101992I

[A sky full of stars](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1534.

101992L

[Reflection](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1535.

101992A

[Zeros and Ones](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1536.

101992D

[The Millennium Prize Problems](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1537.

101992H

[Find the path](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1538.

101992M

[The business man](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1539.

101992B

[The first task](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1540.

101992F

[MO Salah running down the wing](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1541.

101991H

[Hawawshi Decryption](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1542.

101991E

[Exciting Menus](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1543.

101991G

[Greatest Chicken Dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1544.

101991D

[Dull Chocolates](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1545.

101991B

[Baklava Tray](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1546.

101991K

[Khoshaf](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1547.

101991F

[Flipping El-fetiera](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1548.

101991A

[Awesome Shawarma](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1549.

101991C

[Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1550.

101991I

[Ice-cream Knapsack](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1551.

101991L

[Looking for Taste](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1552.

101673B

[Craters](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1553.

101673I

[Twenty Four, Again](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1554.

101673E

[Is-A? Has-A? Who Knowz-A?](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1555.

101673F

[Keeping On Track](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1556.

101673J

[Workout for a Dumbbell](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1557.

101673H

[Sheba's Amoebas](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1558.

101673G

[A Question of Ingestion](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1559.

101673D

[Game of Throws](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1560.

101673C

[DRM Messages](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1561.

104603I

[Regional Integration](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1562.

104603J

[Jester in danger](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1563.

104603G

[Great Heights](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1564.

104603H

[Robotic Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1565.

104603E

[Finding progressions](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1566.

104603M

[Multiple Downloads](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1567.

104603N

[Lucky Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1568.

104603F

[Cold day at the beach](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1569.

104603D

[Assigning problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1570.

104603C

[Chromatic](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1571.

104603B

[Black and white](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1572.

104603L

[Game series](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1573.

104603A

[Alfajores](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1574.

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · last AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1575.

104090E

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

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1576.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1577.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1578.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1579.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1580.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1581.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1582.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1583.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1584.

103860D

[Tree Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · last AC: 2023-06-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1585.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-16 · last AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1586.

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1587.

103202J

[Descent of Dragons](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1588.

104369L

[Classic Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1589.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-14 · last AC: 2023-06-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1590.

103860B

[Shuttle Bus](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1591.

104369G

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

Rating: — · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1592.

100299E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-07 · last AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1593.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelMagedNour's solution](#)

1594.

103055B

[Restore Atlantis](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1595.

103055E

[Specially Super Rare](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1596.

104294A

[Square Jutsu!](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1597.

104294M

[Who Is a Titan?](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1598.

104294L

[My Hero Photographia](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1599.

104294I

[Snack Time](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1600.

104294K

[Anime Trading](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · last AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1601.

104294G

[Howl's Moving Castle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1602.

104294J

[3 Reasons to Eat Potato Chips](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1603.

104294C

[Attack on Titans](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1604.

104294E

[Monster-Slayer](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1605.

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-11 · last AC: 2023-04-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1606.

104160G

[Meet in the Middle](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-09 · last AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1607.

102341F

[Flaaffy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1608.

102341C

[Cloyster](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1609.

103388D

[Dividing the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1610.

103388L

[Listing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1611.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1612.

102059H

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1613.

102059G

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1614.

102059F

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1615.

102059E

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1616.

102059D

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1617.

102059M

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1618.

102059L

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1619.

102059J

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

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1620.

102058F

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1621.

102058B

[Electronic Circuit](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1622.

102058I

[Utilitarianism](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1623.

102058H

[Timsort](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1624.

102058D

[Fascination Street](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1625.

102058A

[Dumae](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-08 · last AC: 2022-11-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1626.

102058G

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

Rating: — · first AC: 2022-11-08 · last AC: 2022-11-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1627.

102058C

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1628.

102058J

[Rising Sun](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1629.

102058K

[Voronoi Diagram Returns](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1630.

102058E

[Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1631.

102058M

[Coke Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1632.

102058L

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

Rating: — · first AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1633.

102059I

[Game on Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1634.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-21 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1635.

102365H

[Ancient Wisdom](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1636.

103347I

[Witches Cauldron II](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1637.

101466E

[Text Editor](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-22 · last AC: 2021-10-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1638.

101466A

[Gaby And Addition](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-20 · last AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1639.

100796I

[Shell Game](#) · Tutorial

Rating: — · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1640.

101982L

[Liars](#) · Tutorial

Rating: — · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1641.

101982G

[Goat on a Rope](#) · Tutorial

Rating: — · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1642.

101982J

[Time Limits](#) · Tutorial

Rating: — · first AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1643.

101982A

[Exam](#) · Tutorial

Rating: — · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1644.

1145A

[Thanos Sort](#) · Tutorial

Quality: 9,265 global accepts · Rating: — · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[AbdelmagedNour's solution](#)

1645.

102767F

[Subarray with Maximum Product?](#) · Tutorial

Rating: — · first AC: 2021-07-27 · last AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1646.

100712G

[Heavy Coins](#) · Tutorial

Rating: — · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1647.

101350C

[Cheap Kangaroo](#) · Tutorial

Rating: — · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1648.

100247I

[Meteor Flow](#) · Tutorial

Rating: — · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1649.

102152K

[Subarrays OR](#) · Tutorial

Rating: — · first AC: 2021-07-02 · last AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1650.

101532A

[Subarrays Beauty](#) · Tutorial

Rating: — · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1651.

101350M

[Make Cents?](#) · Tutorial

Rating: — · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1652.

102035J

[Negative effect](#) · Tutorial

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1653.

101350H

[Mirrored String I](#) · Tutorial

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1654.

102035L

[Scientist Ayoub \(B\)](#) · Tutorial

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1655.

102035I

[Abu Tahun Mod problem](#) · Tutorial

Rating: — · first AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1656.

101778E

[Rescue Haibara](#) · Tutorial

Rating: — · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1657.

102152C

[Large GCD](#) · Tutorial

Rating: — · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1658.

101532D

[Counting Test](#) · Tutorial

Rating: — · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1659.

101102C

[Bored Judge](#) · Tutorial

Rating: — · first AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1660.

102951B

[Studying Algorithms](#) · Tutorial

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1661.

102951A

[Maximum Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1662.

102873F

[Game on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1663.

102873E

[Count Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1664.

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1665.

102873C

[Similar Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1666.

102873B

[Rabbit Game](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)

1667.

102873A

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

Rating: — · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[AbdelmagedNour's solution](#)