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# Unique solved — AbdullahIshfaq

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

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Count: 1,756

1.

1370A

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2.

1542A

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3.

2218C

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4.

2195A

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5.

2176A

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6.

2173A

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7.

2170A

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8.

2157A

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9.

2148A

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**10.**

2171A

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**11.**

2163A

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**12.**

2164A

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**13.**

2161A

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**14.**

2167C

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**15.**

2167B

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**16.**

2167A

[Square?](#) · [Tutorial](#)

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**17.**

2156A

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**18.**

2153B

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**19.**

2153A

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**20.**

2145A

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**21.**

2155A

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**22.**

2152A

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**23.**

2149B

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**24.**

2149A

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**25.**

2146A

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

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**26.**

2147A

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**27.**

2143A

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**28.**

2144A

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**29.**

2140A

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2139B

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**31.**

2139A

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**32.**

2137A

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**33.**

2136A

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**34.**

2134A

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**35.**

2131B

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**36.**

2131A

[Lever](#) · [Tutorial](#)

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**37.**

2127A

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**38.**

2125A

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**39.**

2122A

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**40.**

1669C

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**41.**

2123B

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- 42.**  
2123A  
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- 43.**  
2112A  
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- 44.**  
2120A  
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- 45.**  
2121B  
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- 46.**  
2121A  
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- 47.**  
2109A  
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- 48.**  
2106A  
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- 49.**  
2096A  
[Wonderful Sticks](#) · [Tutorial](#)  
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- 50.**  
2094B  
[Bobritto Bandito](#) · [Tutorial](#)  
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- 51.**  
2094A  
[Trippi Troppi](#) · [Tutorial](#)  
Quality: 56,282 global accepts · Rating: 800 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: strings  
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- 52.**  
2093A  
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**53.**

2084A

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**54.**

2086A

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**55.**

2091B

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**56.**

2091A

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**57.**

2078A

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**58.**

2071A

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**59.**

2070A

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**60.**

2072A

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**61.**

2069A

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**62.**

2067A

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**63.**

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

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- 64.**  
2065A  
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- 65.**  
2059A  
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- 66.**  
2062A  
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- 67.**  
2063A  
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- 68.**  
2061A  
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- 69.**  
2056A  
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- 70.**  
2055A  
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- 71.**  
2051B  
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2051A  
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- 73.**  
2049A  
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- 74.**  
2048A  
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- 75.**  
2044C  
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- 76.**  
2044B  
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- 77.**  
2044A  
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- 78.**  
2040A  
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- 79.**  
2050A  
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- 80.**  
2047A  
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- 81.**  
2042A  
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- 82.**  
2034A  
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- 83.**  
2039A  
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2038N  
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**85.**

2038J

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**86.**

2037B

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**87.**

2037A

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**88.**

2031A

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**89.**

2036B

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**90.**

2036A

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**91.**

2032A

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**92.**

2035A

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**93.**

2027A

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**94.**

2033A

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[AbdullahIshfaq's solution](#)

**95.**

2024A

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

Quality: 23,016 global accepts · Rating: 800 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**96.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[AbdullahIshfaq's solution](#)

**97.**

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**98.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[AbdullahIshfaq's solution](#)

**99.**

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,670 global accepts · Rating: 800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[AbdullahIshfaq's solution](#)

**100.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,229 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**101.**

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**102.**

2020A

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

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**103.**

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[AbdullahIshfaq's solution](#)

**104.**

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,191 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**105.**

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,707 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**106.**

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,230 global accepts · Rating: 800 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**107.**

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,225 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[AbdullahIshfaq's solution](#)

**108.**

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,965 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AbdullahIshfaq's solution](#)

**109.**

2008C

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

Quality: 36,479 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[AbdullahIshfaq's solution](#)

**110.**

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,956 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings

[AbdullahIshfaq's solution](#)

**111.**

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,790 global accepts · Rating: 800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**112.**

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,252 global accepts · Rating: 800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AbdullahIshfaq's solution](#)

**113.**

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[AbdullahIshfaq's solution](#)

**114.**

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[AbdullahIshfaq's solution](#)

**115.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**116.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[AbdullahIshfaq's solution](#)

**117.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[AbdullahIshfaq's solution](#)

**118.**

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers  
[AbdullahIshfaq's solution](#)

**119.**

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,104 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings  
[AbdullahIshfaq's solution](#)

**120.**

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[AbdullahIshfaq's solution](#)

**121.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math  
[AbdullahIshfaq's solution](#)

**122.**

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,640 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[AbdullahIshfaq's solution](#)

**123.**

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,933 global accepts · Rating: 800 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[AbdullahIshfaq's solution](#)

**124.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[AbdullahIshfaq's solution](#)

**125.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings  
[AbdullahIshfaq's solution](#)

**126.**

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**127.**

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**128.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,379 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[AbdullahIshfaq's solution](#)

**129.**

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**130.**

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,285 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[AbdullahIshfaq's solution](#)

**131.**

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,944 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[AbdullahIshfaq's solution](#)

**132.**

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,234 global accepts · Rating: 800 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**133.**

1983A

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

Quality: 28,115 global accepts · Rating: 800 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**134.**

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**135.**

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,506 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[AbdullahIshfaq's solution](#)

**136.**

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,986 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings

[AbdullahIshfaq's solution](#)

**137.**

1985B

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

Quality: 56,769 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**138.**

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,371 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**139.**

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**140.**

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,334 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[AbdullahIshfaq's solution](#)

**141.**

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AbdullahIshfaq's solution](#)

**142.**

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[AbdullahIshfaq's solution](#)

**143.**

1980A

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

Quality: 47,597 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**144.**

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,502 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[AbdullahIshfaq's solution](#)

**145.**

1981A

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

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[AbdullahIshfaq's solution](#)

**146.**

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

[AbdullahIshfaq's solution](#)

**147.**

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,426 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math,

sortings

[AbdullahIshfaq's solution](#)

**148.**

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,199 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**149.**

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

[AbdullahIshfaq's solution](#)

**150.**

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,208 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[AbdullahIshfaq's solution](#)

**151.**

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,487 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[AbdullahIshfaq's solution](#)

**152.**

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,916 global accepts · Rating: 800 · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**153.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[AbdullahIshfaq's solution](#)

**154.**

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**155.**

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

[AbdullahIshfaq's solution](#)

**156.**

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,480 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[AbdullahIshfaq's solution](#)

**157.**

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,819 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[AbdullahIshfaq's solution](#)

**158.**

1760B

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

Quality: 53,340 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings  
[AbdullahIshfaq's solution](#)

**159.**

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,938 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[AbdullahIshfaq's solution](#)

**160.**

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,097 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings  
[AbdullahIshfaq's solution](#)

**161.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,300 global accepts · Rating: 800 · first AC: 2023-07-27 · last AC: 2024-05-07 · Python 3 (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**162.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,162 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers  
[AbdullahIshfaq's solution](#)

**163.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,663 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation  
[AbdullahIshfaq's solution](#)

**164.**

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,612 global accepts · Rating: 800 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings  
[AbdullahIshfaq's solution](#)

**165.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,627 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**166.**

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[AbdullahIshfaq's solution](#)

**167.**

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,343 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[AbdullahIshfaq's solution](#)

**168.**

1686A

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

Quality: 21,243 global accepts · Rating: 800 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[AbdullahIshfaq's solution](#)

**169.**

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,435 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[AbdullahIshfaq's solution](#)

**170.**

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

[AbdullahIshfaq's solution](#)

**171.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings, two pointers

[AbdullahIshfaq's solution](#)

**172.**

1005A

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

Quality: 27,494 global accepts · Rating: 800 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**173.**

1972A

[Contest Proposal](#) · [Tutorial](#)

Quality: 25,904 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, two pointers

[AbdullahIshfaq's solution](#)

**174.**

1802A

[Likes](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**175.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[AbdullahIshfaq's solution](#)

**176.**

832A

[Sasha and Sticks](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[AbdullahIshfaq's solution](#)

**177.**

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[AbdullahIshfaq's solution](#)

**178.**

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math, strings

[AbdullahIshfaq's solution](#)

**179.**

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,953 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[AbdullahIshfaq's solution](#)

**180.**

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[AbdullahIshfaq's solution](#)

**181.**

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[AbdullahIshfaq's solution](#)

**182.**

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[AbdullahIshfaq's solution](#)

**183.**

1480A

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

Quality: 27,147 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, strings

[AbdullahIshfaq's solution](#)

**184.**

959A

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

Quality: 55,668 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[AbdullahIshfaq's solution](#)

**185.**

1695A

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

Quality: 16,798 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games

[AbdullahIshfaq's solution](#)

**186.**

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[AbdullahIshfaq's solution](#)

**187.**

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**188.**

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

[AbdullahIshfaq's solution](#)

**189.**

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

[AbdullahIshfaq's solution](#)

**190.**

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,438 global accepts · Rating: 800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AbdullahIshfaq's solution](#)

**191.**

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,747 global accepts · Rating: 800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**192.**

1722B

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Quality: 56,456 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**193.**

1676C

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**194.**

1676B

[Equal Candies](#) · [Tutorial](#)

Quality: 60,641 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

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**195.**

1676A

[Lucky?](#) · [Tutorial](#)

Quality: 87,418 global accepts · Rating: 800 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**196.**

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,727 global accepts · Rating: 800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**197.**

1942A

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Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**198.**

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**199.**

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**200.**

1950A

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Quality: 69,444 global accepts · Rating: 800 · first AC: 2024-03-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**201.**

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[AbdullahIshfaq's solution](#)

**202.**

1335A

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

Quality: 104,797 global accepts · Rating: 800 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math  
[AbdullahIshfaq's solution](#)

**203.**

1946A

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

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[AbdullahIshfaq's solution](#)

**204.**

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,319 global accepts · Rating: 800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[AbdullahIshfaq's solution](#)

**205.**

1294A

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Quality: 53,431 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math  
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**206.**

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation  
[AbdullahIshfaq's solution](#)

**207.**

1530A

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Quality: 21,925 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[AbdullahIshfaq's solution](#)

**208.**

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[AbdullahIshfaq's solution](#)

**209.**

1944A

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Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math  
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**210.**

1941A

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Quality: 47,696 global accepts · Rating: 800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math  
[AbdullahIshfaq's solution](#)

**211.**

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,328 global accepts · Rating: 800 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[AbdullahIshfaq's solution](#)

**212.**

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,499 global accepts · Rating: 800 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation  
[AbdullahIshfaq's solution](#)

**213.**

977A

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

Quality: 217,481 global accepts · Rating: 800 · first AC: 2023-07-18 · last AC: 2024-03-10 · Python 3 (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**214.**

1935A

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

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings  
[AbdullahIshfaq's solution](#)

**215.**

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[AbdullahIshfaq's solution](#)

**216.**

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math  
[AbdullahIshfaq's solution](#)

**217.**

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory  
[AbdullahIshfaq's solution](#)

**218.**

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings  
[AbdullahIshfaq's solution](#)

**219.**

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  
[AbdullahIshfaq's solution](#)

**220.**

1831A

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

Quality: 46,300 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[AbdullahIshfaq's solution](#)

**221.**

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,450 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation  
[AbdullahIshfaq's solution](#)

**222.**

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,194 global accepts · Rating: 800 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**223.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[AbdullahIshfaq's solution](#)

**224.**

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

[AbdullahIshfaq's solution](#)

**225.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**226.**

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**227.**

1929A

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

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**228.**

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**229.**

1931A

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Quality: 39,962 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings

[AbdullahIshfaq's solution](#)

**230.**

1928A

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Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math

[AbdullahIshfaq's solution](#)

**231.**

802G1

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Quality: 8,142 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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**232.**

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**233.**

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AbdullahIshfaq's solution](#)

**234.**

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**235.**

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,777 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[AbdullahIshfaq's solution](#)

**236.**

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**237.**

1925A

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

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

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**238.**

1646B

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

Quality: 22,680 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**239.**

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**240.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[AbdullahIshfaq's solution](#)

**241.**

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

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**242.**

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

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**243.**

1920A

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

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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**244.**

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: strings

[AbdullahIshfaq's solution](#)

**245.**

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

[AbdullahIshfaq's solution](#)

**246.**

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

[AbdullahIshfaq's solution](#)

**247.**

1352A

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

Quality: 104,114 global accepts · Rating: 800 · first AC: 2024-01-06 · PyPy 3-64 (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**248.**

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

[AbdullahIshfaq's solution](#)

**249.**

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,183 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation

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**250.**

1915B

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

Quality: 50,352 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, implementation

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**251.**

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,797 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, implementation

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**252.**

1669B

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Quality: 55,545 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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**253.**

1669A

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Quality: 88,534 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**254.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,332 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[AbdullahIshfaq's solution](#)

**255.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**256.**

1807A

[Plus or Minus](#) · Tutorial

Quality: 84,715 global accepts · Rating: 800 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**257.**

1873D

[1D Eraser](#) · Tutorial

Quality: 43,009 global accepts · Rating: 800 · first AC: 2023-09-23 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers

[AbdullahIshfaq's solution](#)

**258.**

1873C

[Target Practice](#) · Tutorial

Quality: 69,992 global accepts · Rating: 800 · first AC: 2023-09-23 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**259.**

1873B

[Good Kid](#) · Tutorial

Quality: 62,691 global accepts · Rating: 800 · first AC: 2023-09-23 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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**260.**

1873A

[Short Sort](#) · Tutorial

Quality: 71,394 global accepts · Rating: 800 · first AC: 2023-09-22 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AbdullahIshfaq's solution](#)

**261.**

1917A

[Least Product](#) · Tutorial

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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**262.**

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

[AbdullahIshfaq's solution](#)

**263.**

1761A

[Two Permutations](#) · Tutorial

Quality: 36,603 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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**264.**

1914B

[Preparing for the Contest](#) · Tutorial

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**265.**

1914A

[Problemsolving Log](#) · Tutorial

Quality: 35,153 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

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**266.**

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**267.**

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**268.**

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,756 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**269.**

1902A

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Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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**270.**

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,625 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[AbdullahIshfaq's solution](#)

**271.**

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2023-10-22 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**272.**

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,328 global accepts · Rating: 800 · first AC: 2023-11-25 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[AbdullahIshfaq's solution](#)

**273.**

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,092 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[AbdullahIshfaq's solution](#)

**274.**

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,300 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**275.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**276.**

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,918 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**277.**

1611B

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

Quality: 31,914 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, math

[AbdullahIshfaq's solution](#)

**278.**

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,414 global accepts · Rating: 800 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**279.**

1842A

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

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[AbdullahIshfaq's solution](#)

**280.**

1898A

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

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[AbdullahIshfaq's solution](#)

**281.**

1899A

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

Quality: 92,745 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[AbdullahIshfaq's solution](#)

**282.**

1472B

[Fair Division](#) · [Tutorial](#)

Quality: 59,838 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[AbdullahIshfaq's solution](#)

**283.**

1538B

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

Quality: 33,537 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**284.**

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[AbdullahIshfaq's solution](#)

**285.**

1385B

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

Quality: 39,581 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**286.**

1385A

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

Quality: 43,337 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**287.**

1744B

[Even-Odd Increments](#) · [Tutorial](#)

Quality: 24,898 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**288.**

1744A

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

Quality: 28,777 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**289.**

1551B1

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

Quality: 31,324 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AbdullahIshfaq's solution](#)

**290.**

1551A

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

Quality: 58,354 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**291.**

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math

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**292.**

486A

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

Quality: 154,141 global accepts · Rating: 800 · first AC: 2023-07-18 · last AC: 2023-11-10 · Python 3 (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**293.**

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**294.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-07-23 · last AC: 2023-11-07 · Python 3 (first AC) · Tags: brute force, greedy, math

[AbdullahIshfaq's solution](#)

**295.**

1895B

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

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[AbdullahIshfaq's solution](#)

**296.**

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**297.**

1891A

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

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[AbdullahIshfaq's solution](#)

**298.**

1589A

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

Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**299.**

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AbdullahIshfaq's solution](#)

**300.**

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,102 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**301.**

104636H

[Hotelier](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

**302.**

104636G

[Pangram](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

**303.**

104636E

[YES or YES?](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

**304.**

104636C

[The Rank](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

**305.**

1328A

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

Quality: 131,903 global accepts · Rating: 800 · first AC: 2023-07-18 · last AC: 2023-10-26 · Python 3 (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**306.**

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**307.**

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,802 global accepts · Rating: 800 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**308.**

664A

[Complicated GCD](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 800 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**309.**

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math  
[AbdullahIshfaq's solution](#)

**310.**

1625A

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

Quality: 18,286 global accepts · Rating: 800 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[AbdullahIshfaq's solution](#)

**311.**

1688B

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

Quality: 19,007 global accepts · Rating: 800 · first AC: 2023-10-19 · last AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings  
[AbdullahIshfaq's solution](#)

**312.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
[AbdullahIshfaq's solution](#)

**313.**

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,928 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
[AbdullahIshfaq's solution](#)

**314.**

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy  
[AbdullahIshfaq's solution](#)

**315.**

1688A

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

Quality: 23,492 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
[AbdullahIshfaq's solution](#)

**316.**

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,898 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
[AbdullahIshfaq's solution](#)

**317.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation  
[AbdullahIshfaq's solution](#)

**318.**

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,470 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[AbdullahIshfaq's solution](#)

**319.**

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force  
[AbdullahIshfaq's solution](#)

**320.**

1843C

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

Quality: 39,498 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees  
[AbdullahIshfaq's solution](#)

**321.**

1527A

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

Quality: 41,903 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks  
[AbdullahIshfaq's solution](#)

**322.**

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,316 global accepts · Rating: 800 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings  
[AbdullahIshfaq's solution](#)

**323.**

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,422 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[AbdullahIshfaq's solution](#)

**324.**

1311A

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

Quality: 46,270 global accepts · Rating: 800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math  
[AbdullahIshfaq's solution](#)

**325.**

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math  
[AbdullahIshfaq's solution](#)

**326.**

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,315 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math  
[AbdullahIshfaq's solution](#)

**327.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, strings  
[AbdullahIshfaq's solution](#)

**328.**

1729A

[Two Elevators](#) · [Tutorial](#)

Quality: 45,899 global accepts · Rating: 800 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: math  
[AbdullahIshfaq's solution](#)

**329.**

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,218 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[AbdullahIshfaq's solution](#)

**330.**

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,667 global accepts · Rating: 800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy  
[AbdullahIshfaq's solution](#)

**331.**

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**332.**

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**333.**

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

[AbdullahIshfaq's solution](#)

**334.**

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[AbdullahIshfaq's solution](#)

**335.**

1867A

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

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[AbdullahIshfaq's solution](#)

**336.**

1624A

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

Quality: 60,270 global accepts · Rating: 800 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**337.**

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,177 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[AbdullahIshfaq's solution](#)

**338.**

978B

[File Name](#) · [Tutorial](#)

Quality: 40,910 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AbdullahIshfaq's solution](#)

**339.**

978A

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

Quality: 30,731 global accepts · Rating: 800 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**340.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**341.**

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,872 global accepts · Rating: 800 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**342.**

1864A

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

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**343.**

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,987 global accepts · Rating: 800 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**344.**

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,266 global accepts · Rating: 800 · first AC: 2023-08-24 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, strings

[AbdullahIshfaq's solution](#)

**345.**

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,918 global accepts · Rating: 800 · first AC: 2023-08-07 · last AC: 2023-08-23 · PyPy 3-64 (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**346.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,703 global accepts · Rating: 800 · first AC: 2023-07-17 · last AC: 2023-08-22 · Python 3 (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**347.**

71A

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

Quality: 503,243 global accepts · Rating: 800 · first AC: 2023-07-11 · last AC: 2023-08-22 · Python 3 (first AC) · Tags: strings

[AbdullahIshfaq's solution](#)

**348.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,811 global accepts · Rating: 800 · first AC: 2023-06-28 · last AC: 2023-08-22 · Python 3 (first AC) · Tags: brute force, math

[AbdullahIshfaq's solution](#)

**349.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,341 global accepts · Rating: 800 · first AC: 2023-08-22 · PyPy 3-64 (first AC) · Tags: games, greedy, math

[AbdullahIshfaq's solution](#)

**350.**

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,099 global accepts · Rating: 800 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[AbdullahIshfaq's solution](#)

**351.**

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,427 global accepts · Rating: 800 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**352.**

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · PyPy 3-64 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**353.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-08-05 · last AC: 2023-08-05 · PyPy 3-64 (first AC) · Tags: greedy, math, two pointers

[AbdullahIshfaq's solution](#)

**354.**

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-08-01 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings

[AbdullahIshfaq's solution](#)

**355.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-29 · PyPy 3 (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**356.**

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,112 global accepts · Rating: 800 · first AC: 2023-07-27 · Python 3 (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**357.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · Python 3 (first AC) · Tags: greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**358.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · Python 3 (first AC) · Tags: brute force, constructive algorithms, math

[AbdullahIshfaq's solution](#)

**359.**

1758A

[SSeeeeeinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-07-25 · Python 3 (first AC) · Tags: constructive algorithms, strings

[AbdullahIshfaq's solution](#)

**360.**

1850C

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

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**361.**

1850B

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

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: implementation, sortings

[AbdullahIshfaq's solution](#)

**362.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,203 global accepts · Rating: 800 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: implementation, sortings

[AbdullahIshfaq's solution](#)

**363.**

155A

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

Quality: 93,664 global accepts · Rating: 800 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: brute force

[AbdullahIshfaq's solution](#)

**364.**

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,365 global accepts · Rating: 800 · first AC: 2023-07-20 · Python 3 (first AC) · Tags: dp, greedy

[AbdullahIshfaq's solution](#)

**365.**

443A

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

Quality: 112,049 global accepts · Rating: 800 · first AC: 2023-07-20 · Python 3 (first AC) · Tags: constructive algorithms, implementation

[AbdullahIshfaq's solution](#)

**366.**

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,528 global accepts · Rating: 800 · first AC: 2023-07-19 · Python 3 (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**367.**

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,392 global accepts · Rating: 800 · first AC: 2023-07-19 · Python 3 (first AC) · Tags: constructive algorithms, implementation, math

[AbdullahIshfaq's solution](#)

**368.**

144A

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

Quality: 121,405 global accepts · Rating: 800 · first AC: 2023-07-19 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**369.**

469A

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

Quality: 121,198 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**370.**

228A

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

Quality: 139,809 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**371.**

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,087 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**372.**

61A

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

Quality: 136,209 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**373.**

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,417 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**374.**

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,328 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**375.**

467A

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

Quality: 155,936 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**376.**

1030A

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

Quality: 171,455 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**377.**

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,731 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: brute force

[AbdullahIshfaq's solution](#)

**378.**

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,579 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**379.**

266B

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

Quality: 166,078 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[AbdullahIshfaq's solution](#)

**380.**

41A

[Translation](#) · [Tutorial](#)

Quality: 188,438 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**381.**

116A

[Tram](#) · [Tutorial](#)

Quality: 176,547 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**382.**

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,520 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**383.**

110A

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

Quality: 199,494 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**384.**

59A

[Word](#) · [Tutorial](#)

Quality: 227,915 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**385.**

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,124 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**386.**

546A

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

Quality: 235,199 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: brute force, implementation, math  
[AbdullahIshfaq's solution](#)

**387.**

266A

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

Quality: 244,553 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**388.**

791A

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

Quality: 257,208 global accepts · Rating: 800 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**389.**

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,020 global accepts · Rating: 800 · first AC: 2023-07-17 · Python 3 (first AC) · Tags: brute force, implementation, strings  
[AbdullahIshfaq's solution](#)

**390.**

281A

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

Quality: 270,978 global accepts · Rating: 800 · first AC: 2023-07-17 · Python 3 (first AC) · Tags: implementation, strings  
[AbdullahIshfaq's solution](#)

**391.**

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,342 global accepts · Rating: 800 · first AC: 2023-07-17 · Python 3 (first AC) · Tags: greedy, implementation, sortings, strings  
[AbdullahIshfaq's solution](#)

**392.**

112A

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

Quality: 287,243 global accepts · Rating: 800 · first AC: 2023-07-17 · Python 3 (first AC) · Tags: implementation, strings  
[AbdullahIshfaq's solution](#)

**393.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,988 global accepts · Rating: 800 · first AC: 2023-07-17 · Python 3 (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**394.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,274 global accepts · Rating: 800 · first AC: 2023-07-17 · Python 3 (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**395.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,465 global accepts · Rating: 800 · first AC: 2023-07-17 · Python 3 (first AC) · Tags: \*special, implementation  
[AbdullahIshfaq's solution](#)

**396.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,248 global accepts · Rating: 800 · first AC: 2023-07-17 · Python 3 (first AC) · Tags: brute force, greedy  
[AbdullahIshfaq's solution](#)

**397.**

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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**398.**

1733B

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Quality: 21,073 global accepts · Rating: 900 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**399.**

1735B

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**400.**

1856B

[Good Arrays](#) · [Tutorial](#)

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**401.**

2157B

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Quality: 12,865 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**402.**

2171B

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Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

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**403.**

2169A

[Alice and Bob](#) · [Tutorial](#)

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**404.**

2149C

[MEX rose](#) · [Tutorial](#)

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**405.**

2140B

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

Quality: 22,133 global accepts · Rating: 900 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

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**406.**

2137B

[Fun Permutation](#) · [Tutorial](#)

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**407.**

2136B

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pointers

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**408.**

2125B

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**409.**

653A

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Quality: 9,181 global accepts · Rating: 900 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, sortings

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**410.**

2102B

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Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

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**411.**

2102A

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Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**412.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**413.**

2094C

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Quality: 30,490 global accepts · Rating: 900 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: math

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**414.**

2093B

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Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**415.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

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**416.**

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

[AbdullahIshfaq's solution](#)

**417.**

2048B

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

[AbdullahIshfaq's solution](#)

**418.**

2047B

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

Quality: 19,248 global accepts · Rating: 900 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, greedy, strings

[AbdullahIshfaq's solution](#)

**419.**

2042B

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**420.**

2031B

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Quality: 20,784 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[AbdullahIshfaq's solution](#)

**421.**

2028A

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

Quality: 20,306 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[AbdullahIshfaq's solution](#)

**422.**

2026A

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Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

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**423.**

2035B

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

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**424.**

2033B

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Quality: 28,845 global accepts · Rating: 900 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

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2013B

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

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**426.**

2005A

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Quality: 26,245 global accepts · Rating: 900 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

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**427.**

2007B

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[AbdullahIshfaq's solution](#)

**428.**

1990A

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Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

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**429.**

1988B

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Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

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**430.**

1988A

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**431.**

1992C

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Quality: 33,257 global accepts · Rating: 900 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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**432.**

1985D

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**433.**

1175A

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Quality: 19,766 global accepts · Rating: 900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**434.**

1848A

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Quality: 18,405 global accepts · Rating: 900 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: games, math

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**435.**

1973A

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Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math

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**436.**

1971C

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Quality: 41,576 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**437.**

460A

[Vasya and Socks](#) · [Tutorial](#)

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**438.**

1742C

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**439.**

1005B

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**440.**

1954A

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Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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**441.**

1951A

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[AbdullahIshfaq's solution](#)

**442.**

1945B

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**443.**

1141B

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Quality: 23,080 global accepts · Rating: 900 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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**444.**

1941C

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**445.**

999B

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**446.**

977B

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**447.**

1505A

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**448.**

1927B

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[AbdullahIshfaq's solution](#)

**449.**

1714A

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**450.**

1918B

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structures, greedy, implementation, sortings

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**451.**

1593B

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**452.**

1921C

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Quality: 32,603 global accepts · Rating: 900 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**453.**

1915D

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**454.**

1807D

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Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[AbdullahIshfaq's solution](#)

**455.**

1904A

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Quality: 40,378 global accepts · Rating: 900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

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**456.**

1883B

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Quality: 59,682 global accepts · Rating: 900 · first AC: 2023-10-22 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: strings

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**457.**

1896B

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**458.**

1900B

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

Quality: 20,471 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

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**459.**

1272A

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**460.**

104636F

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Rating: 900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**461.**

104636A

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

Rating: 900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —

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**462.**

1166A

[Silent Classroom](#) · [Tutorial](#)

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**463.**

1881B

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**464.**

1559A

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**465.**

1875A

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**466.**

115A

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**467.**

1878C

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1213A

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**469.**

1860A

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Quality: 23,574 global accepts · Rating: 900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

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**470.**

1869A

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**471.**

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,496 global accepts · Rating: 900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**472.**

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,995 global accepts · Rating: 900 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**473.**

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,060 global accepts · Rating: 900 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: strings

[AbdullahIshfaq's solution](#)

**474.**

160A

[Twins](#) · [Tutorial](#)

Quality: 143,713 global accepts · Rating: 900 · first AC: 2023-08-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[AbdullahIshfaq's solution](#)

**475.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,923 global accepts · Rating: 900 · first AC: 2023-07-30 · PyPy 3-64 (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**476.**

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,890 global accepts · Rating: 900 · first AC: 2023-07-25 · Python 3 (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**477.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,809 global accepts · Rating: 900 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: brute force, greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

**478.**

96A

[Football](#) · [Tutorial](#)

Quality: 193,644 global accepts · Rating: 900 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**479.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,904 global accepts · Rating: 1000 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, strings

[AbdullahIshfaq's solution](#)

**480.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**481.**

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**482.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[AbdullahIshfaq's solution](#)

**483.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,550 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation  
[AbdullahIshfaq's solution](#)

**484.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
[AbdullahIshfaq's solution](#)

**485.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,914 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[AbdullahIshfaq's solution](#)

**486.**

2144B

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

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[AbdullahIshfaq's solution](#)

**487.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,881 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures  
[AbdullahIshfaq's solution](#)

**488.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: geometry  
[AbdullahIshfaq's solution](#)

**489.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings  
[AbdullahIshfaq's solution](#)

**490.**

2093C

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

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[AbdullahIshfaq's solution](#)

**491.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[AbdullahIshfaq's solution](#)

**492.**

2055B

[Crafting](#) · [Tutorial](#)

Quality: 27,282 global accepts · Rating: 1000 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[AbdullahIshfaq's solution](#)

**493.**

2051C

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

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[AbdullahIshfaq's solution](#)

**494.**

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**495.**

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

[AbdullahIshfaq's solution](#)

**496.**

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[AbdullahIshfaq's solution](#)

**497.**

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

[AbdullahIshfaq's solution](#)

**498.**

2005B1

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

Quality: 24,747 global accepts · Rating: 1000 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[AbdullahIshfaq's solution](#)

**499.**

1177A

[Digits Sequence \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1000 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**500.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[AbdullahIshfaq's solution](#)

**501.**

2000C

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

Quality: 31,427 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[AbdullahIshfaq's solution](#)

**502.**

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[AbdullahIshfaq's solution](#)

**503.**

1998B

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

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**504.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[AbdullahIshfaq's solution](#)

**505.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**506.**

1986B

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

Quality: 30,132 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[AbdullahIshfaq's solution](#)

**507.**

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,106 global accepts · Rating: 1000 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**508.**

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[AbdullahIshfaq's solution](#)

**509.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, strings

[AbdullahIshfaq's solution](#)

**510.**

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

[AbdullahIshfaq's solution](#)

**511.**

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,312 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[AbdullahIshfaq's solution](#)

**512.**

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[AbdullahIshfaq's solution](#)

**513.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**514.**

1760D

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

Quality: 27,015 global accepts · Rating: 1000 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers  
[AbdullahIshfaq's solution](#)

**515.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,167 global accepts · Rating: 1000 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation  
[AbdullahIshfaq's solution](#)

**516.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,266 global accepts · Rating: 1000 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings  
[AbdullahIshfaq's solution](#)

**517.**

1968C

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

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory  
[AbdullahIshfaq's solution](#)

**518.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,572 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers  
[AbdullahIshfaq's solution](#)

**519.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[AbdullahIshfaq's solution](#)

**520.**

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,331 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[AbdullahIshfaq's solution](#)

**521.**

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[AbdullahIshfaq's solution](#)

**522.**

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[AbdullahIshfaq's solution](#)

**523.**

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation  
[AbdullahIshfaq's solution](#)

**524.**

1955B

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

Quality: 32,264 global accepts · Rating: 1000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, implementation, sortings

[AbdullahIshfaq's solution](#)

**525.**

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,470 global accepts · Rating: 1000 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**526.**

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,606 global accepts · Rating: 1000 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**527.**

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 1000 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[AbdullahIshfaq's solution](#)

**528.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**529.**

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**530.**

1831B

[Array merging](#) · [Tutorial](#)

Quality: 35,053 global accepts · Rating: 1000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**531.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[AbdullahIshfaq's solution](#)

**532.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[AbdullahIshfaq's solution](#)

**533.**

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[AbdullahIshfaq's solution](#)

**534.**

1927C

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

Quality: 31,567 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[AbdullahIshfaq's solution](#)

**535.**

1133A

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

Quality: 19,701 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**536.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[AbdullahIshfaq's solution](#)

**537.**

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**538.**

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[AbdullahIshfaq's solution](#)

**539.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,909 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**540.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,251 global accepts · Rating: 1000 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: strings

[AbdullahIshfaq's solution](#)

**541.**

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,382 global accepts · Rating: 1000 · first AC: 2023-12-15 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, strings

[AbdullahIshfaq's solution](#)

**542.**

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AbdullahIshfaq's solution](#)

**543.**

798A

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

Quality: 23,851 global accepts · Rating: 1000 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, strings

[AbdullahIshfaq's solution](#)

**544.**

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,169 global accepts · Rating: 1000 · first AC: 2023-10-22 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[AbdullahIshfaq's solution](#)

**545.**

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[AbdullahIshfaq's solution](#)

**546.**

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,576 global accepts · Rating: 1000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[AbdullahIshfaq's solution](#)

**547.**

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 1000 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers  
[AbdullahIshfaq's solution](#)

**548.**

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[AbdullahIshfaq's solution](#)

**549.**

104636D

[Watering System](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)

**550.**

104636B

[Vlad and Cafes](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)

**551.**

978C

[Letters](#) · [Tutorial](#)

Quality: 29,823 global accepts · Rating: 1000 · first AC: 2023-09-07 · last AC: 2023-09-07 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers  
[AbdullahIshfaq's solution](#)

**552.**

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dsu, math  
[AbdullahIshfaq's solution](#)

**553.**

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,053 global accepts · Rating: 1000 · first AC: 2023-08-28 · last AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, implementation  
[AbdullahIshfaq's solution](#)

**554.**

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-31 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings  
[AbdullahIshfaq's solution](#)

**555.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-26 · Python 3 (first AC) · Tags: greedy  
[AbdullahIshfaq's solution](#)

**556.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2023-07-25 · last AC: 2023-07-25 · Python 3 (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**557.**

43A

[Football](#) · [Tutorial](#)

Quality: 69,166 global accepts · Rating: 1000 · first AC: 2023-07-18 · Python 3 (first AC) · Tags: strings

[AbdullahIshfaq's solution](#)

**558.**

2173B

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

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[AbdullahIshfaq's solution](#)

**559.**

2171C1

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

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[AbdullahIshfaq's solution](#)

**560.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**561.**

2155B

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

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[AbdullahIshfaq's solution](#)

**562.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,922 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**563.**

2139C

[Cake Assignment](#) · [Tutorial](#)

Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**564.**

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1100 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**565.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**566.**

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**567.**

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[AbdullahIshfaq's solution](#)

**568.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**569.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[AbdullahIshfaq's solution](#)

**570.**

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,691 global accepts · Rating: 1100 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[AbdullahIshfaq's solution](#)

**571.**

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**572.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[AbdullahIshfaq's solution](#)

**573.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,861 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[AbdullahIshfaq's solution](#)

**574.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AbdullahIshfaq's solution](#)

**575.**

2086B

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

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[AbdullahIshfaq's solution](#)

**576.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**577.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**578.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[AbdullahIshfaq's solution](#)

**579.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[AbdullahIshfaq's solution](#)

**580.**

2063B

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

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[AbdullahIshfaq's solution](#)

**581.**

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[AbdullahIshfaq's solution](#)

**582.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**583.**

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,059 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[AbdullahIshfaq's solution](#)

**584.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,200 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[AbdullahIshfaq's solution](#)

**585.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**586.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[AbdullahIshfaq's solution](#)

**587.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, sortings

[AbdullahIshfaq's solution](#)

**588.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy

[AbdullahIshfaq's solution](#)

**589.**

2025B

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

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AbdullahIshfaq's solution](#)

**590.**

2014C

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

Quality: 27,457 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[AbdullahIshfaq's solution](#)

**591.**

2009C

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

Quality: 33,010 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**592.**

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math

[AbdullahIshfaq's solution](#)

**593.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[AbdullahIshfaq's solution](#)

**594.**

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,672 global accepts · Rating: 1100 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings

[AbdullahIshfaq's solution](#)

**595.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**596.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[AbdullahIshfaq's solution](#)

**597.**

1997B

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

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[AbdullahIshfaq's solution](#)

**598.**

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy

[AbdullahIshfaq's solution](#)

**599.**

1995B1

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

Quality: 20,985 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**600.**

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,490 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**601.**

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,020 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[AbdullahIshfaq's solution](#)

**602.**

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,954 global accepts · Rating: 1100 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**603.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[AbdullahIshfaq's solution](#)

**604.**

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,004 global accepts · Rating: 1100 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, sortings

[AbdullahIshfaq's solution](#)

**605.**

706B

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

Quality: 84,449 global accepts · Rating: 1100 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation

[AbdullahIshfaq's solution](#)

**606.**

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

[AbdullahIshfaq's solution](#)

**607.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[AbdullahIshfaq's solution](#)

**608.**

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,898 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

greedy, math

[AbdullahIshfaq's solution](#)

**609.**

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

[AbdullahIshfaq's solution](#)

**610.**

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[AbdullahIshfaq's solution](#)

**611.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[AbdullahIshfaq's solution](#)

**612.**

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, number theory

[AbdullahIshfaq's solution](#)

**613.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,284 global accepts · Rating: 1100 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[AbdullahIshfaq's solution](#)

**614.**

1722D

[Line](#) · [Tutorial](#)

Quality: 26,554 global accepts · Rating: 1100 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AbdullahIshfaq's solution](#)

**615.**

1686C

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

Rating: 1100 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AbdullahIshfaq's solution](#)

**616.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math

[AbdullahIshfaq's solution](#)

**617.**

1966B

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

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[AbdullahIshfaq's solution](#)

**618.**

1743C

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

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[AbdullahIshfaq's solution](#)

**619.**

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,410 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[AbdullahIshfaq's solution](#)

**620.**

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[AbdullahIshfaq's solution](#)

**621.**

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,071 global accepts · Rating: 1100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[AbdullahIshfaq's solution](#)

**622.**

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[AbdullahIshfaq's solution](#)

**623.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**624.**

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[AbdullahIshfaq's solution](#)

**625.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[AbdullahIshfaq's solution](#)

**626.**

1948B

[Array Fix](#) · [Tutorial](#)

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

[AbdullahIshfaq's solution](#)

**627.**

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[AbdullahIshfaq's solution](#)

**628.**

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[AbdullahIshfaq's solution](#)

**629.**

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**630.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[AbdullahIshfaq's solution](#)

**631.**

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[AbdullahIshfaq's solution](#)

**632.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**633.**

1708B

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

Quality: 28,411 global accepts · Rating: 1100 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**634.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AbdullahIshfaq's solution](#)

**635.**

1921D

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

Quality: 24,277 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**636.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[AbdullahIshfaq's solution](#)

**637.**

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

[AbdullahIshfaq's solution](#)

**638.**

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**639.**

1807G2

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

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy,

implementation, sortings

[AbdullahIshfaq's solution](#)

**640.**

1807G1

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

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

**641.**

1850E

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

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[AbdullahIshfaq's solution](#)

**642.**

1873E

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

Quality: 43,456 global accepts · Rating: 1100 · first AC: 2023-09-23 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, sortings

[AbdullahIshfaq's solution](#)

**643.**

1917B

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

Quality: 36,356 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[AbdullahIshfaq's solution](#)

**644.**

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,532 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**645.**

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,532 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**646.**

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[AbdullahIshfaq's solution](#)

**647.**

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[AbdullahIshfaq's solution](#)

**648.**

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[AbdullahIshfaq's solution](#)

**649.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,861 global accepts · Rating: 1100 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[AbdullahIshfaq's solution](#)

**650.**

1899B

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

Quality: 33,359 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[AbdullahIshfaq's solution](#)

**651.**

1506B

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

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**652.**

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,014 global accepts · Rating: 1100 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[AbdullahIshfaq's solution](#)

**653.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings

[AbdullahIshfaq's solution](#)

**654.**

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,703 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[AbdullahIshfaq's solution](#)

**655.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[AbdullahIshfaq's solution](#)

**656.**

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,549 global accepts · Rating: 1100 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AbdullahIshfaq's solution](#)

**657.**

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,428 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**658.**

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[AbdullahIshfaq's solution](#)

**659.**

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,476 global accepts · Rating: 1200 · first AC: 2026-04-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[AbdullahIshfaq's solution](#)

**660.**

2174A

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

Quality: 14,302 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[AbdullahIshfaq's solution](#)

**661.**

2170B

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

Quality: 14,288 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**662.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,554 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**663.**

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,352 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[AbdullahIshfaq's solution](#)

**664.**

2137D

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

Quality: 19,547 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**665.**

2136C

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

Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[AbdullahIshfaq's solution](#)

**666.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[AbdullahIshfaq's solution](#)

**667.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**668.**

2123D

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

Quality: 21,889 global accepts · Rating: 1200 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[AbdullahIshfaq's solution](#)

**669.**

2121C

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

Quality: 21,744 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**670.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[AbdullahIshfaq's solution](#)

**671.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math  
[AbdullahIshfaq's solution](#)

**672.**

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,567 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks  
[AbdullahIshfaq's solution](#)

**673.**

2092C

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

Quality: 22,582 global accepts · Rating: 1200 · first AC: 2025-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[AbdullahIshfaq's solution](#)

**674.**

2091D

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

Quality: 23,491 global accepts · Rating: 1200 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[AbdullahIshfaq's solution](#)

**675.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,575 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
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**676.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices  
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**677.**

2046A

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

Quality: 16,808 global accepts · Rating: 1200 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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**678.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings  
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**679.**

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
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**680.**

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  
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**681.**

2056C

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

Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[AbdullahIshfaq's solution](#)

**682.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

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**683.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

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**684.**

2050C

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

Quality: 25,000 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

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**685.**

2047C

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

Rating: 1200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

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**686.**

2039C1

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

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[AbdullahIshfaq's solution](#)

**687.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**688.**

1352C

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

Quality: 69,767 global accepts · Rating: 1200 · first AC: 2024-01-06 · last AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: binary search, math

[AbdullahIshfaq's solution](#)

**689.**

474B

[Worms](#) · [Tutorial](#)

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**690.**

2020B

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

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

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**691.**

2019B

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

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**692.**

2005B2

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

Quality: 21,684 global accepts · Rating: 1200 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

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**693.**

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

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**694.**

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,862 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings

[AbdullahIshfaq's solution](#)

**695.**

2003C

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

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AbdullahIshfaq's solution](#)

**696.**

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[AbdullahIshfaq's solution](#)

**697.**

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[AbdullahIshfaq's solution](#)

**698.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

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[AbdullahIshfaq's solution](#)

**699.**

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,711 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**700.**

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[AbdullahIshfaq's solution](#)

**701.**

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,662 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**702.**

1598C

[Delete Two Elements](#) · [Tutorial](#)

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[AbdullahIshfaq's solution](#)

**703.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,479 global accepts · Rating: 1200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**704.**

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[AbdullahIshfaq's solution](#)

**705.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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**706.**

1992D

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**707.**

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**708.**

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[AbdullahIshfaq's solution](#)

**709.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AbdullahIshfaq's solution](#)

**710.**

1989B

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

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

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**711.**

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,900 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

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**712.**

1982B

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

Quality: 19,755 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**713.**

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[AbdullahIshfaq's solution](#)

**714.**

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,536 global accepts · Rating: 1200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[AbdullahIshfaq's solution](#)

**715.**

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[AbdullahIshfaq's solution](#)

**716.**

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,335 global accepts · Rating: 1200 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[AbdullahIshfaq's solution](#)

**717.**

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[AbdullahIshfaq's solution](#)

**718.**

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

[AbdullahIshfaq's solution](#)

**719.**

1848B

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

Quality: 24,407 global accepts · Rating: 1200 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[AbdullahIshfaq's solution](#)

**720.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

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**721.**

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

greedy, math

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**722.**

1834C

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

Quality: 15,041 global accepts · Rating: 1200 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, strings

[AbdullahIshfaq's solution](#)

**723.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[AbdullahIshfaq's solution](#)

**724.**

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**725.**

194B

[Square](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**726.**

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[AbdullahIshfaq's solution](#)

**727.**

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,278 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, two pointers

[AbdullahIshfaq's solution](#)

**728.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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**729.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

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**730.**

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

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**731.**

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[AbdullahIshfaq's solution](#)

**732.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · last AC: 2024-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

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**733.**

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,394 global accepts · Rating: 1200 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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**734.**

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,922 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[AbdullahIshfaq's solution](#)

**735.**

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,937 global accepts · Rating: 1200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[AbdullahIshfaq's solution](#)

**736.**

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,988 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**737.**

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[AbdullahIshfaq's solution](#)

**738.**

1935B

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

Quality: 20,895 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**739.**

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[AbdullahIshfaq's solution](#)

**740.**

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,746 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[AbdullahIshfaq's solution](#)

**741.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,563 global accepts · Rating: 1200 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

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**742.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing,

strings

[AbdullahIshfaq's solution](#)

**743.**

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**744.**

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**745.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

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**746.**

466A

[Cheap Travel](#) · [Tutorial](#)

Quality: 77,020 global accepts · Rating: 1200 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**747.**

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,371 global accepts · Rating: 1200 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**748.**

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,120 global accepts · Rating: 1200 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: sortings, two pointers

[AbdullahIshfaq's solution](#)

**749.**

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**750.**

1925B

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

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**751.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,020 global accepts · Rating: 1200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**752.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,394 global accepts · Rating: 1200 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**753.**

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[AbdullahIshfaq's solution](#)

**754.**

1857C

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

Quality: 41,755 global accepts · Rating: 1200 · first AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AbdullahIshfaq's solution](#)

**755.**

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,890 global accepts · Rating: 1200 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[AbdullahIshfaq's solution](#)

**756.**

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,187 global accepts · Rating: 1200 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, sortings

[AbdullahIshfaq's solution](#)

**757.**

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[AbdullahIshfaq's solution](#)

**758.**

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,255 global accepts · Rating: 1200 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[AbdullahIshfaq's solution](#)

**759.**

177D1

[Encrypting Messages](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 1200 · first AC: 2024-01-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AbdullahIshfaq's solution](#)

**760.**

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 1200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AbdullahIshfaq's solution](#)

**761.**

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[AbdullahIshfaq's solution](#)

**762.**

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: —

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**763.**

1352B

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

Quality: 44,819 global accepts · Rating: 1200 · first AC: 2023-12-27 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**764.**

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**765.**

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[AbdullahIshfaq's solution](#)

**766.**

1909B

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

Quality: 30,965 global accepts · Rating: 1200 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**767.**

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,092 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

**768.**

1907C

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

Quality: 23,136 global accepts · Rating: 1200 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[AbdullahIshfaq's solution](#)

**769.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,834 global accepts · Rating: 1200 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**770.**

1738B

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

Quality: 18,792 global accepts · Rating: 1200 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**771.**

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,741 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[AbdullahIshfaq's solution](#)

**772.**

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,151 global accepts · Rating: 1200 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, implementation

[AbdullahIshfaq's solution](#)

**773.**

1744D

[Divisibility by  \$2^n\$](#)  · Tutorial

Quality: 24,523 global accepts · Rating: 1200 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[AbdullahIshfaq's solution](#)

**774.**

1364A

[XXXXX](#) · Tutorial

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[AbdullahIshfaq's solution](#)

**775.**

1870B

[Friendly Arrays](#) · Tutorial

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[AbdullahIshfaq's solution](#)

**776.**

1872D

[Plus Minus Permutation](#) · Tutorial

Quality: 38,828 global accepts · Rating: 1200 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**777.**

112B

[Petya and Square](#) · Tutorial

Quality: 4,543 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**778.**

1886B

[Fear of the Dark](#) · Tutorial

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[AbdullahIshfaq's solution](#)

**779.**

1514B

[AND 0, Sum Big](#) · Tutorial

Quality: 34,936 global accepts · Rating: 1200 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[AbdullahIshfaq's solution](#)

**780.**

1877C

[Joyboard](#) · Tutorial

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**781.**

1843D

[Apple Tree](#) · Tutorial

Quality: 21,692 global accepts · Rating: 1200 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[AbdullahIshfaq's solution](#)

**782.**

902B

[Coloring a Tree](#) · Tutorial

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2023-08-28 · last AC: 2023-08-28 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, greedy

[AbdullahIshfaq's solution](#)

**783.**

630R

[Game](#) · [Tutorial](#)

Quality: 9,587 global accepts · Rating: 1200 · first AC: 2023-08-01 · PyPy 3-64 (first AC) · Tags: games, math

[AbdullahIshfaq's solution](#)

**784.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2023-07-27 · Python 3 (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**785.**

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2023-07-24 · Python 3 (first AC) · Tags: constructive algorithms, games

[AbdullahIshfaq's solution](#)

**786.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,674 global accepts · Rating: 1200 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: binary search, math

[AbdullahIshfaq's solution](#)

**787.**

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2023-07-21 · Python 3 (first AC) · Tags: binary search

[AbdullahIshfaq's solution](#)

**788.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AbdullahIshfaq's solution](#)

**789.**

2170C

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

Quality: 11,247 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[AbdullahIshfaq's solution](#)

**790.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers

[AbdullahIshfaq's solution](#)

**791.**

2145C

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

Quality: 15,402 global accepts · Rating: 1300 · first AC: 2025-10-06 · last AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings

[AbdullahIshfaq's solution](#)

**792.**

2152B

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

Quality: 12,853 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[AbdullahIshfaq's solution](#)

**793.**

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms

[AbdullahIshfaq's solution](#)

**794.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AbdullahIshfaq's solution](#)

**795.**

2144C

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

Quality: 14,989 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AbdullahIshfaq's solution](#)

**796.**

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[AbdullahIshfaq's solution](#)

**797.**

2129A

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

Quality: 16,640 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

[AbdullahIshfaq's solution](#)

**798.**

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, strings

[AbdullahIshfaq's solution](#)

**799.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[AbdullahIshfaq's solution](#)

**800.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[AbdullahIshfaq's solution](#)

**801.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[AbdullahIshfaq's solution](#)

**802.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[AbdullahIshfaq's solution](#)

**803.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[AbdullahIshfaq's solution](#)

**804.**

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2025-02-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory

[AbdullahIshfaq's solution](#)

**805.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[AbdullahIshfaq's solution](#)

**806.**

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**807.**

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[AbdullahIshfaq's solution](#)

**808.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[AbdullahIshfaq's solution](#)

**809.**

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**810.**

2050D

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

Quality: 18,978 global accepts · Rating: 1300 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, strings

[AbdullahIshfaq's solution](#)

**811.**

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**812.**

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math

[AbdullahIshfaq's solution](#)

**813.**

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

[AbdullahIshfaq's solution](#)

**814.**

2031C

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

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**815.**

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,988 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, matrices

[AbdullahIshfaq's solution](#)

**816.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**817.**

2033D

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

Quality: 18,196 global accepts · Rating: 1300 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, math

[AbdullahIshfaq's solution](#)

**818.**

2024C

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

Rating: 1300 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[AbdullahIshfaq's solution](#)

**819.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[AbdullahIshfaq's solution](#)

**820.**

476B

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

Quality: 37,025 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[AbdullahIshfaq's solution](#)

**821.**

312B

[Archer](#) · [Tutorial](#)

Quality: 13,379 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[AbdullahIshfaq's solution](#)

**822.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[AbdullahIshfaq's solution](#)

**823.**

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**824.**

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math  
[AbdullahIshfaq's solution](#)

**825.**

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,829 global accepts · Rating: 1300 · first AC: 2024-08-01 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[AbdullahIshfaq's solution](#)

**826.**

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[AbdullahIshfaq's solution](#)

**827.**

1988C

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

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[AbdullahIshfaq's solution](#)

**828.**

1984C1

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

Quality: 20,153 global accepts · Rating: 1300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[AbdullahIshfaq's solution](#)

**829.**

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math  
[AbdullahIshfaq's solution](#)

**830.**

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[AbdullahIshfaq's solution](#)

**831.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers  
[AbdullahIshfaq's solution](#)

**832.**

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings  
[AbdullahIshfaq's solution](#)

**833.**

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math  
[AbdullahIshfaq's solution](#)

**834.**

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,046 global accepts · Rating: 1300 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[AbdullahIshfaq's solution](#)

**835.**

429A

[Xor-tree](#) · [Tutorial](#)

Quality: 12,266 global accepts · Rating: 1300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[AbdullahIshfaq's solution](#)

**836.**

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,165 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[AbdullahIshfaq's solution](#)

**837.**

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,424 global accepts · Rating: 1300 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[AbdullahIshfaq's solution](#)

**838.**

1980C

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

Quality: 21,702 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**839.**

1607D

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

Quality: 18,124 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[AbdullahIshfaq's solution](#)

**840.**

450B

[Jzzhu and Sequences](#) · [Tutorial](#)

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**841.**

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[AbdullahIshfaq's solution](#)

**842.**

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,345 global accepts · Rating: 1300 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[AbdullahIshfaq's solution](#)

**843.**

1973B

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

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[AbdullahIshfaq's solution](#)

**844.**

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs

[AbdullahIshfaq's solution](#)

**845.**

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

[AbdullahIshfaq's solution](#)

**846.**

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,053 global accepts · Rating: 1300 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[AbdullahIshfaq's solution](#)

**847.**

220A

[Little Elephant and Problem](#) · [Tutorial](#)

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[AbdullahIshfaq's solution](#)

**848.**

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,254 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**849.**

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 1300 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[AbdullahIshfaq's solution](#)

**850.**

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,190 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[AbdullahIshfaq's solution](#)

**851.**

1955C

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

Quality: 24,503 global accepts · Rating: 1300 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[AbdullahIshfaq's solution](#)

**852.**

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · last AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[AbdullahIshfaq's solution](#)

**853.**

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[AbdullahIshfaq's solution](#)

**854.**

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[AbdullahIshfaq's solution](#)

**855.**

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,275 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[AbdullahIshfaq's solution](#)

**856.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[AbdullahIshfaq's solution](#)

**857.**

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy

[AbdullahIshfaq's solution](#)

**858.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[AbdullahIshfaq's solution](#)

**859.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,851 global accepts · Rating: 1300 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[AbdullahIshfaq's solution](#)

**860.**

1815A

[lan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**861.**

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,320 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[AbdullahIshfaq's solution](#)

**862.**

1881D

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

Quality: 28,429 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**863.**

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[AbdullahIshfaq's solution](#)

**864.**

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,997 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**865.**

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,262 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**866.**

459B

[Pashmak and Flowers](#) · [Tutorial](#)

Quality: 47,490 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, implementation, sortings

[AbdullahIshfaq's solution](#)

**867.**

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[AbdullahIshfaq's solution](#)

**868.**

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,824 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**869.**

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,143 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, implementation

[AbdullahIshfaq's solution](#)

**870.**

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,876 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[AbdullahIshfaq's solution](#)

**871.**

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,687 global accepts · Rating: 1300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[AbdullahIshfaq's solution](#)

**872.**

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,372 global accepts · Rating: 1300 · first AC: 2024-02-19 · last AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[AbdullahIshfaq's solution](#)

**873.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**874.**

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,627 global accepts · Rating: 1300 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[AbdullahIshfaq's solution](#)

**875.**

1676G

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

Quality: 24,003 global accepts · Rating: 1300 · first AC: 2024-02-09 · last AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AbdullahIshfaq's solution](#)

**876.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**877.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AbdullahIshfaq's solution](#)

**878.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[AbdullahIshfaq's solution](#)

**879.**

1927D

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

Quality: 33,176 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[AbdullahIshfaq's solution](#)

**880.**

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[AbdullahIshfaq's solution](#)

**881.**

1660C

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

Quality: 22,014 global accepts · Rating: 1300 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings

[AbdullahIshfaq's solution](#)

**882.**

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,778 global accepts · Rating: 1300 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[AbdullahIshfaq's solution](#)

**883.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**884.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[AbdullahIshfaq's solution](#)

**885.**

1352D

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

Quality: 29,855 global accepts · Rating: 1300 · first AC: 2023-12-27 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**886.**

1915E

[Romantic Glasses](#) · [Tutorial](#)

Quality: 34,525 global accepts · Rating: 1300 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math  
[AbdullahIshfaq's solution](#)

**887.**

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,702 global accepts · Rating: 1300 · first AC: 2023-10-16 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[AbdullahIshfaq's solution](#)

**888.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy  
[AbdullahIshfaq's solution](#)

**889.**

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1300 · first AC: 2023-12-15 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings  
[AbdullahIshfaq's solution](#)

**890.**

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar  
[AbdullahIshfaq's solution](#)

**891.**

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,210 global accepts · Rating: 1300 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, strings  
[AbdullahIshfaq's solution](#)

**892.**

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees  
[AbdullahIshfaq's solution](#)

**893.**

1899D

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

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory  
[AbdullahIshfaq's solution](#)

**894.**

1753A1

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

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[AbdullahIshfaq's solution](#)

**895.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[AbdullahIshfaq's solution](#)

**896.**

1890C

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

Rating: 1300 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers  
[AbdullahIshfaq's solution](#)

**897.**

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1300 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy  
[AbdullahIshfaq's solution](#)

**898.**

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,109 global accepts · Rating: 1300 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[AbdullahIshfaq's solution](#)

**899.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math  
[AbdullahIshfaq's solution](#)

**900.**

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,443 global accepts · Rating: 1300 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[AbdullahIshfaq's solution](#)

**901.**

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2023-09-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation  
[AbdullahIshfaq's solution](#)

**902.**

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, math  
[AbdullahIshfaq's solution](#)

**903.**

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,840 global accepts · Rating: 1300 · first AC: 2023-08-29 · last AC: 2023-08-29 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, math  
[AbdullahIshfaq's solution](#)

**904.**

1736C1

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

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2023-07-27 · last AC: 2023-07-27 · Python 3 (first AC) · Tags: binary search, data structures, schedules, two pointers  
[AbdullahIshfaq's solution](#)

**905.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdullahIshfaq's solution](#)

## 906.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[AbdullahIshfaq's solution](#)

## 907.

2171C2

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

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[AbdullahIshfaq's solution](#)

## 908.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,703 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[AbdullahIshfaq's solution](#)

## 909.

2156C

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

Quality: 12,285 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AbdullahIshfaq's solution](#)

## 910.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[AbdullahIshfaq's solution](#)

## 911.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[AbdullahIshfaq's solution](#)

## 912.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[AbdullahIshfaq's solution](#)

## 913.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[AbdullahIshfaq's solution](#)

## 914.

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,907 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

## 915.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

math, sortings, trees

[AbdullahIshfaq's solution](#)

**916.**

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[AbdullahIshfaq's solution](#)

**917.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[AbdullahIshfaq's solution](#)

**918.**

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[AbdullahIshfaq's solution](#)

**919.**

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2025-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AbdullahIshfaq's solution](#)

**920.**

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[AbdullahIshfaq's solution](#)

**921.**

2055C

[The Trail](#) · [Tutorial](#)

Quality: 17,244 global accepts · Rating: 1400 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, two pointers

[AbdullahIshfaq's solution](#)

**922.**

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[AbdullahIshfaq's solution](#)

**923.**

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

[AbdullahIshfaq's solution](#)

**924.**

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[AbdullahIshfaq's solution](#)

**925.**

2038A

[Bonus Project](#) · [Tutorial](#)

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

[AbdullahIshfaq's solution](#)

**926.**

2038L

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

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[AbdullahIshfaq's solution](#)

**927.**

277A

[Learning Languages](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 1400 · first AC: 2024-06-05 · last AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu

[AbdullahIshfaq's solution](#)

**928.**

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

[AbdullahIshfaq's solution](#)

**929.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[AbdullahIshfaq's solution](#)

**930.**

2033C

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

Quality: 17,813 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[AbdullahIshfaq's solution](#)

**931.**

2033E

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

Quality: 14,140 global accepts · Rating: 1400 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[AbdullahIshfaq's solution](#)

**932.**

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[AbdullahIshfaq's solution](#)

**933.**

2014D

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

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[AbdullahIshfaq's solution](#)

**934.**

2013C

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

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[AbdullahIshfaq's solution](#)

**935.**

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[AbdullahIshfaq's solution](#)

**936.**

2009E

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

Quality: 17,665 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[AbdullahIshfaq's solution](#)

**937.**

2009D

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

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[AbdullahIshfaq's solution](#)

**938.**

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,665 global accepts · Rating: 1400 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[AbdullahIshfaq's solution](#)

**939.**

2000E

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

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[AbdullahIshfaq's solution](#)

**940.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,179 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**941.**

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[AbdullahIshfaq's solution](#)

**942.**

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[AbdullahIshfaq's solution](#)

**943.**

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[AbdullahIshfaq's solution](#)

**944.**

1605C

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

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, strings

[AbdullahIshfaq's solution](#)

**945.**

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**946.**

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

**947.**

1983C

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

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[AbdullahIshfaq's solution](#)

**948.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**949.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,124 global accepts · Rating: 1400 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

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**950.**

1831C

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

Rating: 1400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AbdullahIshfaq's solution](#)

**951.**

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, shortest paths

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**952.**

505B

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Quality: 14,981 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs

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**953.**

445B

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Quality: 14,760 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy

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**954.**

670D1

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Quality: 23,990 global accepts · Rating: 1400 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation

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**955.**

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,378 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

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**956.**

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,965 global accepts · Rating: 1400 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

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**957.**

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,705 global accepts · Rating: 1400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

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**958.**

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: games

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**959.**

1974C

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Quality: 19,040 global accepts · Rating: 1400 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

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**960.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

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**961.**

1972D1

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

Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**962.**

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[AbdullahIshfaq's solution](#)

**963.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

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**964.**

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,407 global accepts · Rating: 1400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings, two pointers

[AbdullahIshfaq's solution](#)

**965.**

1676H1

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

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force

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**966.**

1955D

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

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

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**967.**

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[AbdullahIshfaq's solution](#)

**968.**

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,508 global accepts · Rating: 1400 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**969.**

1733D1

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

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**970.**

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[AbdullahIshfaq's solution](#)

**971.**

977D

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

Quality: 20,526 global accepts · Rating: 1400 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, sortings

[AbdullahIshfaq's solution](#)

**972.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**973.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

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**974.**

279B

[Books](#) · [Tutorial](#)

Quality: 72,428 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers

[AbdullahIshfaq's solution](#)

**975.**

520B

[Two Buttons](#) · [Tutorial](#)

Quality: 62,183 global accepts · Rating: 1400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, math, shortest paths

[AbdullahIshfaq's solution](#)

**976.**

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**977.**

1923C

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[AbdullahIshfaq's solution](#)

**978.**

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,544 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers  
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**979.**

1932C

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Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers  
[AbdullahIshfaq's solution](#)

**980.**

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation  
[AbdullahIshfaq's solution](#)

**981.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[AbdullahIshfaq's solution](#)

**982.**

1929C

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

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math  
[AbdullahIshfaq's solution](#)

**983.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings  
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**984.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings  
[AbdullahIshfaq's solution](#)

**985.**

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees  
[AbdullahIshfaq's solution](#)

**986.**

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,647 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees  
[AbdullahIshfaq's solution](#)

**987.**

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,570 global accepts · Rating: 1400 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[AbdullahIshfaq's solution](#)

**988.**

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers

[AbdullahIshfaq's solution](#)

**989.**

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**990.**

1901C

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

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**991.**

295A

[Greg and Array](#) · [Tutorial](#)

Quality: 26,007 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[AbdullahIshfaq's solution](#)

**992.**

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**993.**

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,073 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, two pointers

[AbdullahIshfaq's solution](#)

**994.**

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[AbdullahIshfaq's solution](#)

**995.**

296C

[Greg and Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation

[AbdullahIshfaq's solution](#)

**996.**

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

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**997.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,579 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

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**998.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**999.**

1914E2

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

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[AbdullahIshfaq's solution](#)

**1000.**

1914E1

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

Quality: 14,244 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[AbdullahIshfaq's solution](#)

**1001.**

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[AbdullahIshfaq's solution](#)

**1002.**

1903C

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

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**1003.**

1883F

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

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2023-11-04 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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**1004.**

1883G1

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

Quality: 19,552 global accepts · Rating: 1400 · first AC: 2023-11-05 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

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**1005.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2023-11-27 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[AbdullahIshfaq's solution](#)

**1006.**

1875C

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

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**1007.**

1855C1

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

Rating: 1400 · first AC: 2023-10-13 · last AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**1008.**

2169D1

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

Quality: 8,543 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

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**1009.**

2163C

[Monopati · Tutorial](#)

Quality: 9,026 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

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**1010.**

2155C

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

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[AbdullahIshfaq's solution](#)

**1011.**

2149E

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

Quality: 9,275 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[AbdullahIshfaq's solution](#)

**1012.**

2146D1

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

Quality: 10,459 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[AbdullahIshfaq's solution](#)

**1013.**

2147C

[Rabbits · Tutorial](#)

Quality: 9,744 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[AbdullahIshfaq's solution](#)

**1014.**

1404A

[Balanced Bitstring · Tutorial](#)

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[AbdullahIshfaq's solution](#)

**1015.**

2140C

[Ultimate Value · Tutorial](#)

Quality: 12,374 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[AbdullahIshfaq's solution](#)

**1016.**

1739C

[Card Game · Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[AbdullahIshfaq's solution](#)

**1017.**

2121E

[Sponsor of Your Problems · Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[AbdullahIshfaq's solution](#)

**1018.**

2109C1

[Hacking Numbers \(Easy Version\) · Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[AbdullahIshfaq's solution](#)

**1019.**

2106D

[Flower Boy · Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1020.**

2093E

[Min Max MEX · Tutorial](#)

Quality: 13,442 global accepts · Rating: 1500 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[AbdullahIshfaq's solution](#)

**1021.**

2078C

[Breach of Faith · Tutorial](#)

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

[AbdullahIshfaq's solution](#)

**1022.**

2070C

[Limited Repainting · Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[AbdullahIshfaq's solution](#)

**1023.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks? · Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[AbdullahIshfaq's solution](#)

**1024.**

1249C2

[Good Numbers \(hard version\) · Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2023-09-05 · last AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[AbdullahIshfaq's solution](#)

**1025.**

2069C

[Beautiful Sequence · Tutorial](#)

Quality: 14,821 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1026.**

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**1027.**

2067C

[Devyatkino · Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, math

[AbdullahIshfaq's solution](#)

**1028.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,857 global accepts · Rating: 1500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AbdullahIshfaq's solution](#)

**1029.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[AbdullahIshfaq's solution](#)

**1030.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,462 global accepts · Rating: 1500 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

**1031.**

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[AbdullahIshfaq's solution](#)

**1032.**

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,794 global accepts · Rating: 1500 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, strings, two pointers

[AbdullahIshfaq's solution](#)

**1033.**

580B

[Kefa and Company](#) · [Tutorial](#)

Quality: 31,924 global accepts · Rating: 1500 · first AC: 2025-01-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1034.**

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1035.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1036.**

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, sortings

[AbdullahIshfaq's solution](#)

**1037.**

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**1038.**

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[AbdullahIshfaq's solution](#)

**1039.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[AbdullahIshfaq's solution](#)

**1040.**

1738C

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

Quality: 12,774 global accepts · Rating: 1500 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math

[AbdullahIshfaq's solution](#)

**1041.**

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,500 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[AbdullahIshfaq's solution](#)

**1042.**

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[AbdullahIshfaq's solution](#)

**1043.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[AbdullahIshfaq's solution](#)

**1044.**

771A

[Bear and Friendship Condition](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1500 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[AbdullahIshfaq's solution](#)

**1045.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[AbdullahIshfaq's solution](#)

**1046.**

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2024-10-12 · last AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[AbdullahIshfaq's solution](#)

**1047.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[AbdullahIshfaq's solution](#)

**1048.**

839C

[Journey](#) · [Tutorial](#)

Quality: 20,096 global accepts · Rating: 1500 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[AbdullahIshfaq's solution](#)

**1049.**

165B

[Burning Midnight Oil](#) · [Tutorial](#)

Quality: 22,860 global accepts · Rating: 1500 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[AbdullahIshfaq's solution](#)

**1050.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,499 global accepts · Rating: 1500 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings

[AbdullahIshfaq's solution](#)

**1051.**

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[AbdullahIshfaq's solution](#)

**1052.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[AbdullahIshfaq's solution](#)

**1053.**

2008E

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

Quality: 13,225 global accepts · Rating: 1500 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[AbdullahIshfaq's solution](#)

**1054.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,897 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1055.**

2003D1

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

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

[AbdullahIshfaq's solution](#)

**1056.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[AbdullahIshfaq's solution](#)

**1057.**

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[AbdullahIshfaq's solution](#)

**1058.**

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,962 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[AbdullahIshfaq's solution](#)

**1059.**

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive  
[AbdullahIshfaq's solution](#)

**1060.**

455A

[Boredom · Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[AbdullahIshfaq's solution](#)

**1061.**

1616C

[Representative Edges · Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, implementation, math  
[AbdullahIshfaq's solution](#)

**1062.**

1196C

[Robot Breakout · Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
[AbdullahIshfaq's solution](#)

**1063.**

1506E

[Restoring the Permutation · Tutorial](#)

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[AbdullahIshfaq's solution](#)

**1064.**

1997D

[Maximize the Root · Tutorial](#)

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[AbdullahIshfaq's solution](#)

**1065.**

1996D

[Fun · Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory  
[AbdullahIshfaq's solution](#)

**1066.**

630K

[Indivisibility · Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory  
[AbdullahIshfaq's solution](#)

**1067.**

545C

[Woodcutters · Tutorial](#)

Quality: 32,868 global accepts · Rating: 1500 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[AbdullahIshfaq's solution](#)

**1068.**

1985F

[Final Boss · Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures  
[AbdullahIshfaq's solution](#)

**1069.**

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,437 global accepts · Rating: 1500 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, strings, two pointers

[AbdullahIshfaq's solution](#)

**1070.**

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation

[AbdullahIshfaq's solution](#)

**1071.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[AbdullahIshfaq's solution](#)

**1072.**

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[AbdullahIshfaq's solution](#)

**1073.**

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**1074.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[AbdullahIshfaq's solution](#)

**1075.**

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1076.**

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings

[AbdullahIshfaq's solution](#)

**1077.**

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[AbdullahIshfaq's solution](#)

**1078.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**1079.**

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[AbdullahIshfaq's solution](#)

### 1080.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[AbdullahIshfaq's solution](#)

### 1081.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1500 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

### 1082.

1005D

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

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

[AbdullahIshfaq's solution](#)

### 1083.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[AbdullahIshfaq's solution](#)

### 1084.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,960 global accepts · Rating: 1500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

### 1085.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

### 1086.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[AbdullahIshfaq's solution](#)

### 1087.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,616 global accepts · Rating: 1500 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[AbdullahIshfaq's solution](#)

### 1088.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,198 global accepts · Rating: 1500 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings

[AbdullahIshfaq's solution](#)

### 1089.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[AbdullahIshfaq's solution](#)

### 1090.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy

[AbdullahIshfaq's solution](#)

### 1091.

1436C

[Binary Search · Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[AbdullahIshfaq's solution](#)

### 1092.

409H

[A + B Strikes Back · Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 7-32) (first AC) · Tags: \*special, brute force, constructive algorithms, dsu, implementation

[AbdullahIshfaq's solution](#)

### 1093.

1925C

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

Rating: 1500 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[AbdullahIshfaq's solution](#)

### 1094.

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, number theory

[AbdullahIshfaq's solution](#)

### 1095.

177D2

[Encrypting Messages · Tutorial](#)

Quality: 2,681 global accepts · Rating: 1500 · first AC: 2024-01-13 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[AbdullahIshfaq's solution](#)

### 1096.

276C

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

Quality: 39,550 global accepts · Rating: 1500 · first AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

### 1097.

1791F

[Range Update Point Query · Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[AbdullahIshfaq's solution](#)

### 1098.

1646C

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

Quality: 19,516 global accepts · Rating: 1500 · first AC: 2023-10-16 · last AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[AbdullahIshfaq's solution](#)

**1099.**

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2023-12-28 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math

[AbdullahIshfaq's solution](#)

**1100.**

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,016 global accepts · Rating: 1500 · first AC: 2023-12-28 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, two pointers

[AbdullahIshfaq's solution](#)

**1101.**

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,842 global accepts · Rating: 1500 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**1102.**

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-11-04 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdullahIshfaq's solution](#)

**1103.**

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1104.**

1898B

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

Quality: 14,611 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**1105.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2023-11-20 · last AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[AbdullahIshfaq's solution](#)

**1106.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory

[AbdullahIshfaq's solution](#)

**1107.**

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,650 global accepts · Rating: 1500 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1108.**

437B

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

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

**1109.**

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[AbdullahIshfaq's solution](#)

**1110.**

1872E

[Data Structures Fan](#) · [Tutorial](#)

Quality: 21,378 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp

[AbdullahIshfaq's solution](#)

**1111.**

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, two pointers

[AbdullahIshfaq's solution](#)

**1112.**

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[AbdullahIshfaq's solution](#)

**1113.**

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,467 global accepts · Rating: 1500 · first AC: 2023-08-10 · PyPy 3-64 (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**1114.**

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[AbdullahIshfaq's solution](#)

**1115.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[AbdullahIshfaq's solution](#)

**1116.**

2167G

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

Quality: 11,016 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[AbdullahIshfaq's solution](#)

**1117.**

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AbdullahIshfaq's solution](#)

**1118.**

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1119.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,262 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[AbdullahIshfaq's solution](#)

**1120.**

2125D

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

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[AbdullahIshfaq's solution](#)

**1121.**

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,413 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**1122.**

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**1123.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[AbdullahIshfaq's solution](#)

**1124.**

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[AbdullahIshfaq's solution](#)

**1125.**

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[AbdullahIshfaq's solution](#)

**1126.**

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[AbdullahIshfaq's solution](#)

**1127.**

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

**1128.**

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,034 global accepts · Rating: 1600 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

**1129.**

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[AbdullahIshfaq's solution](#)

**1130.**

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,540 global accepts · Rating: 1600 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**1131.**

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,667 global accepts · Rating: 1600 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[AbdullahIshfaq's solution](#)

**1132.**

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[AbdullahIshfaq's solution](#)

**1133.**

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[AbdullahIshfaq's solution](#)

**1134.**

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[AbdullahIshfaq's solution](#)

**1135.**

165C

[Another Problem on Strings](#) · [Tutorial](#)

Quality: 13,823 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, math, strings, two pointers

[AbdullahIshfaq's solution](#)

**1136.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1137.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-01-02 · last AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[AbdullahIshfaq's solution](#)

**1138.**

2048D

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

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1139.**

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1140.**

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[AbdullahIshfaq's solution](#)

**1141.**

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[AbdullahIshfaq's solution](#)

**1142.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games

[AbdullahIshfaq's solution](#)

**1143.**

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: games, trees

[AbdullahIshfaq's solution](#)

**1144.**

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math

[AbdullahIshfaq's solution](#)

**1145.**

2047D

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

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

[AbdullahIshfaq's solution](#)

**1146.**

365C

[Matrix](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, matrices

[AbdullahIshfaq's solution](#)

**1147.**

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

[AbdullahIshfaq's solution](#)

**1148.**

2037E

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

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[AbdullahIshfaq's solution](#)

**1149.**

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

[AbdullahIshfaq's solution](#)

**1150.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1151.**

2036E

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

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-03 · last AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[AbdullahIshfaq's solution](#)

**1152.**

785C

[Anton and Fairy Tale](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1600 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[AbdullahIshfaq's solution](#)

**1153.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[AbdullahIshfaq's solution](#)

**1154.**

888D

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

Quality: 10,503 global accepts · Rating: 1600 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AbdullahIshfaq's solution](#)

**1155.**

856A

[Set Theory](#) · [Tutorial](#)

Quality: 1,622 global accepts · Rating: 1600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[AbdullahIshfaq's solution](#)

**1156.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[AbdullahIshfaq's solution](#)

**1157.**

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,932 global accepts · Rating: 1600 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[AbdullahIshfaq's solution](#)

**1158.**

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[AbdullahIshfaq's solution](#)

**1159.**

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[AbdullahIshfaq's solution](#)

**1160.**

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1161.**

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[AbdullahIshfaq's solution](#)

**1162.**

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math

[AbdullahIshfaq's solution](#)

**1163.**

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,375 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[AbdullahIshfaq's solution](#)

**1164.**

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[AbdullahIshfaq's solution](#)

**1165.**

1475E

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

Quality: 17,671 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings

[AbdullahIshfaq's solution](#)

**1166.**

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[AbdullahIshfaq's solution](#)

**1167.**

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1168.**

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[AbdullahIshfaq's solution](#)

**1169.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: probabilities

[AbdullahIshfaq's solution](#)

**1170.**

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,501 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force

[AbdullahIshfaq's solution](#)

**1171.**

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[AbdullahIshfaq's solution](#)

**1172.**

1698D

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

Quality: 12,085 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[AbdullahIshfaq's solution](#)

**1173.**

1754D

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

Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[AbdullahIshfaq's solution](#)

**1174.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[AbdullahIshfaq's solution](#)

**1175.**

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[AbdullahIshfaq's solution](#)

**1176.**

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[AbdullahIshfaq's solution](#)

**1177.**

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[AbdullahIshfaq's solution](#)

**1178.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[AbdullahIshfaq's solution](#)

**1179.**

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AbdullahIshfaq's solution](#)

**1180.**

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,547 global accepts · Rating: 1600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1181.**

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1182.**

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 1600 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[AbdullahIshfaq's solution](#)

**1183.**

446A

[DZY Loves Sequences](#) · [Tutorial](#)

Quality: 13,530 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, two pointers

[AbdullahIshfaq's solution](#)

**1184.**

1741E

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

Quality: 17,796 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1185.**

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**1186.**

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[AbdullahIshfaq's solution](#)

**1187.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AbdullahIshfaq's solution](#)

**1188.**

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[AbdullahIshfaq's solution](#)

**1189.**

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[AbdullahIshfaq's solution](#)

**1190.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, number theory

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**1191.**

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[AbdullahIshfaq's solution](#)

**1192.**

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[AbdullahIshfaq's solution](#)

**1193.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1600 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[AbdullahIshfaq's solution](#)

**1194.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math

[AbdullahIshfaq's solution](#)

**1195.**

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**1196.**

1956C

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

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**1197.**

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[AbdullahIshfaq's solution](#)

**1198.**

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdullahIshfaq's solution](#)

**1199.**

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1200.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: trees

[AbdullahIshfaq's solution](#)

**1201.**

1748C

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

Quality: 13,008 global accepts · Rating: 1600 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[AbdullahIshfaq's solution](#)

**1202.**

1714D

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

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[AbdullahIshfaq's solution](#)

**1203.**

1843E

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

Quality: 17,806 global accepts · Rating: 1600 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[AbdullahIshfaq's solution](#)

**1204.**

1920C

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

Quality: 19,919 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1205.**

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,108 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[AbdullahIshfaq's solution](#)

**1206.**

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2023-12-28 · last AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**1207.**

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1208.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[AbdullahIshfaq's solution](#)

**1209.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-08-01 · last AC: 2023-08-01 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[AbdullahIshfaq's solution](#)

**1210.**

2163B

[Siga ta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**1211.**

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  
[AbdullahIshfaq's solution](#)

**1212.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[AbdullahIshfaq's solution](#)

**1213.**

2152D

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

Quality: 6,748 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[AbdullahIshfaq's solution](#)

**1214.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1215.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[AbdullahIshfaq's solution](#)

**1216.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AbdullahIshfaq's solution](#)

**1217.**

2136D

[For the Champion](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[AbdullahIshfaq's solution](#)

**1218.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, strings

[AbdullahIshfaq's solution](#)

**1219.**

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AbdullahIshfaq's solution](#)

**1220.**

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**1221.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[AbdullahIshfaq's solution](#)

**1222.**

2112D

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

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

**1223.**

2113C

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

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

**1224.**

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[AbdullahIshfaq's solution](#)

**1225.**

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,848 global accepts · Rating: 1700 · first AC: 2025-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math

[AbdullahIshfaq's solution](#)

**1226.**

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1700 · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[AbdullahIshfaq's solution](#)

**1227.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,697 global accepts · Rating: 1700 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[AbdullahIshfaq's solution](#)

**1228.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[AbdullahIshfaq's solution](#)

**1229.**

457A

[Golden System](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: math, meet-in-the-middle

[AbdullahIshfaq's solution](#)

**1230.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle

[AbdullahIshfaq's solution](#)

**1231.**

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,762 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[AbdullahIshfaq's solution](#)

**1232.**

2065G

[Skibidus and Capping](#) · [Tutorial](#)

Quality: 6,284 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[AbdullahIshfaq's solution](#)

**1233.**

2065F

[Skibidus and Slay](#) · [Tutorial](#)

Quality: 7,093 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[AbdullahIshfaq's solution](#)

**1234.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[AbdullahIshfaq's solution](#)

**1235.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[AbdullahIshfaq's solution](#)

**1236.**

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,901 global accepts · Rating: 1700 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, two pointers

[AbdullahIshfaq's solution](#)

**1237.**

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: sortings, two pointers

[AbdullahIshfaq's solution](#)

**1238.**

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[AbdullahIshfaq's solution](#)

**1239.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AbdullahIshfaq's solution](#)

**1240.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1241.**

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1242.**

2044G1

[Medium Demon Problem \(easy version\) · Tutorial](#)

Quality: 7,318 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[AbdullahIshfaq's solution](#)

**1243.**

1873H

[Mad City · Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[AbdullahIshfaq's solution](#)

**1244.**

1451D

[Circle Game · Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-12-06 · C++20 (GCC 13-64) (first AC) · Tags: games, geometry, math

[AbdullahIshfaq's solution](#)

**1245.**

2050F

[Maximum modulo equality · Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

[AbdullahIshfaq's solution](#)

**1246.**

1312D

[Count the Arrays · Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[AbdullahIshfaq's solution](#)

**1247.**

2039D

[Shohag Loves GCD · Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**1248.**

2031D

[Penchick and Desert Rabbit · Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[AbdullahIshfaq's solution](#)

**1249.**

295B

[Greg and Graph · Tutorial](#)

Quality: 17,659 global accepts · Rating: 1700 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[AbdullahIshfaq's solution](#)

**1250.**

1594D

[The Number of Imposters · Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[AbdullahIshfaq's solution](#)

**1251.**

339D

[Xenia and Bit Operations · Tutorial](#)

Quality: 32,549 global accepts · Rating: 1700 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[AbdullahIshfaq's solution](#)

**1252.**

2027D1

[The Endspeaker \(Easy Version\) · Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[AbdullahIshfaq's solution](#)

**1253.**

2030D

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

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[AbdullahIshfaq's solution](#)

**1254.**

696B

[Puzzles · Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, probabilities, trees

[AbdullahIshfaq's solution](#)

**1255.**

621C

[Wet Shark and Flowers · Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[AbdullahIshfaq's solution](#)

**1256.**

732D

[Exams · Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[AbdullahIshfaq's solution](#)

**1257.**

2019E

[Tree Pruning · Tutorial](#)

Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[AbdullahIshfaq's solution](#)

**1258.**

2009F

[Firefly's Queries · Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

[AbdullahIshfaq's solution](#)

**1259.**

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[AbdullahIshfaq's solution](#)

**1260.**

582A

[GCD Table · Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[AbdullahIshfaq's solution](#)

**1261.**

297A

[Parity Game · Tutorial](#)

Quality: 3,860 global accepts · Rating: 1700 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**1262.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,208 global accepts · Rating: 1700 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**1263.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[AbdullahIshfaq's solution](#)

**1264.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1265.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[AbdullahIshfaq's solution](#)

**1266.**

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[AbdullahIshfaq's solution](#)

**1267.**

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

[AbdullahIshfaq's solution](#)

**1268.**

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[AbdullahIshfaq's solution](#)

**1269.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,101 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[AbdullahIshfaq's solution](#)

**1270.**

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1271.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,488 global accepts · Rating: 1700 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, divide and

conquer, dp, math

[AbdullahIshfaq's solution](#)

**1272.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[AbdullahIshfaq's solution](#)

**1273.**

1625C

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

Quality: 13,288 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1274.**

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,758 global accepts · Rating: 1700 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[AbdullahIshfaq's solution](#)

**1275.**

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, trees

[AbdullahIshfaq's solution](#)

**1276.**

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**1277.**

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[AbdullahIshfaq's solution](#)

**1278.**

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1279.**

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[AbdullahIshfaq's solution](#)

**1280.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[AbdullahIshfaq's solution](#)

**1281.**

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[AbdullahIshfaq's solution](#)

### 1282.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,538 global accepts · Rating: 1700 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[AbdullahIshfaq's solution](#)

### 1283.

1619E

[MEX and Increments](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1700 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings

[AbdullahIshfaq's solution](#)

### 1284.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AbdullahIshfaq's solution](#)

### 1285.

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2024-05-30 · last AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, trees

[AbdullahIshfaq's solution](#)

### 1286.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[AbdullahIshfaq's solution](#)

### 1287.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,862 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory, sortings

[AbdullahIshfaq's solution](#)

### 1288.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

### 1289.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,137 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[AbdullahIshfaq's solution](#)

### 1290.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,539 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[AbdullahIshfaq's solution](#)

**1291.**

1253D

[Harmonious Graph](#) · [Tutorial](#)

Quality: 10,249 global accepts · Rating: 1700 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[AbdullahIshfaq's solution](#)

**1292.**

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**1293.**

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1294.**

1324E

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

Quality: 17,012 global accepts · Rating: 1700 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[AbdullahIshfaq's solution](#)

**1295.**

484A

[Bits](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 1700 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[AbdullahIshfaq's solution](#)

**1296.**

1984C2

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

Quality: 8,691 global accepts · Rating: 1700 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[AbdullahIshfaq's solution](#)

**1297.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[AbdullahIshfaq's solution](#)

**1298.**

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[AbdullahIshfaq's solution](#)

**1299.**

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[AbdullahIshfaq's solution](#)

**1300.**

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,623 global accepts · Rating: 1700 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

### 1301.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,487 global accepts · Rating: 1700 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings  
[AbdullahIshfaq's solution](#)

### 1302.

76D

[Plus and xor](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 1700 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math  
[AbdullahIshfaq's solution](#)

### 1303.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,307 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers  
[AbdullahIshfaq's solution](#)

### 1304.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees  
[AbdullahIshfaq's solution](#)

### 1305.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[AbdullahIshfaq's solution](#)

### 1306.

1700C

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

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[AbdullahIshfaq's solution](#)

### 1307.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy  
[AbdullahIshfaq's solution](#)

### 1308.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,106 global accepts · Rating: 1700 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[AbdullahIshfaq's solution](#)

### 1309.

977F

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

Quality: 25,130 global accepts · Rating: 1700 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[AbdullahIshfaq's solution](#)

### 1310.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive  
[AbdullahIshfaq's solution](#)

**1311.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[AbdullahIshfaq's solution](#)

**1312.**

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[AbdullahIshfaq's solution](#)

**1313.**

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AbdullahIshfaq's solution](#)

**1314.**

409A

[The Great Game](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 1700 · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: \*special

[AbdullahIshfaq's solution](#)

**1315.**

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[AbdullahIshfaq's solution](#)

**1316.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[AbdullahIshfaq's solution](#)

**1317.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**1318.**

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, number theory

[AbdullahIshfaq's solution](#)

**1319.**

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,921 global accepts · Rating: 1700 · first AC: 2023-11-04 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[AbdullahIshfaq's solution](#)

**1320.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,006 global accepts · Rating: 1700 · first AC: 2023-11-28 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[AbdullahIshfaq's solution](#)

**1321.**

1894D

[Neutral Tonality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1322.**

466C

[Number of Ways](#) · [Tutorial](#)

Quality: 41,889 global accepts · Rating: 1700 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[AbdullahIshfaq's solution](#)

**1323.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[AbdullahIshfaq's solution](#)

**1324.**

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AbdullahIshfaq's solution](#)

**1325.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[AbdullahIshfaq's solution](#)

**1326.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AbdullahIshfaq's solution](#)

**1327.**

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2025-10-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[AbdullahIshfaq's solution](#)

**1328.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[AbdullahIshfaq's solution](#)

**1329.**

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[AbdullahIshfaq's solution](#)

**1330.**

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**1331.**

2143D1

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

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1332.**

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[AbdullahIshfaq's solution](#)

**1333.**

2139E1

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

Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[AbdullahIshfaq's solution](#)

**1334.**

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[AbdullahIshfaq's solution](#)

**1335.**

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[AbdullahIshfaq's solution](#)

**1336.**

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[AbdullahIshfaq's solution](#)

**1337.**

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,122 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1338.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[AbdullahIshfaq's solution](#)

**1339.**

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-05-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[AbdullahIshfaq's solution](#)

**1340.**

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2025-04-16 · last AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, trees

[AbdullahIshfaq's solution](#)

**1341.**

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp  
[AbdullahIshfaq's solution](#)

**1342.**

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[AbdullahIshfaq's solution](#)

**1343.**

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, math  
[AbdullahIshfaq's solution](#)

**1344.**

513G1

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

Quality: 1,847 global accepts · Rating: 1800 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, meet-in-the-middle  
[AbdullahIshfaq's solution](#)

**1345.**

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers  
[AbdullahIshfaq's solution](#)

**1346.**

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, greedy  
[AbdullahIshfaq's solution](#)

**1347.**

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,729 global accepts · Rating: 1800 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees  
[AbdullahIshfaq's solution](#)

**1348.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees  
[AbdullahIshfaq's solution](#)

**1349.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers  
[AbdullahIshfaq's solution](#)

**1350.**

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers  
[AbdullahIshfaq's solution](#)

**1351.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[AbdullahIshfaq's solution](#)

**1352.**

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 1800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[AbdullahIshfaq's solution](#)

**1353.**

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2025-01-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[AbdullahIshfaq's solution](#)

**1354.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[AbdullahIshfaq's solution](#)

**1355.**

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1800 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1356.**

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[AbdullahIshfaq's solution](#)

**1357.**

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: games

[AbdullahIshfaq's solution](#)

**1358.**

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

**1359.**

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[AbdullahIshfaq's solution](#)

**1360.**

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[AbdullahIshfaq's solution](#)

**1361.**

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1362.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[AbdullahIshfaq's solution](#)

**1363.**

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,411 global accepts · Rating: 1800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[AbdullahIshfaq's solution](#)

**1364.**

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings

[AbdullahIshfaq's solution](#)

**1365.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1366.**

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,423 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[AbdullahIshfaq's solution](#)

**1367.**

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,726 global accepts · Rating: 1800 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[AbdullahIshfaq's solution](#)

**1368.**

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[AbdullahIshfaq's solution](#)

**1369.**

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 1800 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**1370.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**1371.**

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[AbdullahIshfaq's solution](#)

**1372.**

300C

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics

[AbdullahIshfaq's solution](#)

**1373.**

1177B

[Digits Sequence \(Hard Edition\)](#) · [Tutorial](#)

Quality: 2,941 global accepts · Rating: 1800 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, implementation

[AbdullahIshfaq's solution](#)

**1374.**

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,417 global accepts · Rating: 1800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, number theory

[AbdullahIshfaq's solution](#)

**1375.**

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[AbdullahIshfaq's solution](#)

**1376.**

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[AbdullahIshfaq's solution](#)

**1377.**

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1378.**

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,042 global accepts · Rating: 1800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: hashing, math, number theory

[AbdullahIshfaq's solution](#)

**1379.**

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[AbdullahIshfaq's solution](#)

**1380.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[AbdullahIshfaq's solution](#)

**1381.**

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**1382.**

1907F

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

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[AbdullahIshfaq's solution](#)

**1383.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1384.**

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1385.**

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[AbdullahIshfaq's solution](#)

**1386.**

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1800 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[AbdullahIshfaq's solution](#)

**1387.**

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[AbdullahIshfaq's solution](#)

**1388.**

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[AbdullahIshfaq's solution](#)

**1389.**

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[AbdullahIshfaq's solution](#)

**1390.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[AbdullahIshfaq's solution](#)

**1391.**

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[AbdullahIshfaq's solution](#)

**1392.**

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[AbdullahIshfaq's solution](#)

**1393.**

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, strings

[AbdullahIshfaq's solution](#)

**1394.**

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**1395.**

1619D

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

Quality: 8,461 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[AbdullahIshfaq's solution](#)

**1396.**

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[AbdullahIshfaq's solution](#)

**1397.**

404C

[Restore Graph](#) · [Tutorial](#)

Quality: 5,787 global accepts · Rating: 1800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, sortings

[AbdullahIshfaq's solution](#)

**1398.**

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

**1399.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[AbdullahIshfaq's solution](#)

**1400.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[AbdullahIshfaq's solution](#)

**1401.**

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AbdullahIshfaq's solution](#)

**1402.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[AbdullahIshfaq's solution](#)

**1403.**

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**1404.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[AbdullahIshfaq's solution](#)

**1405.**

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[AbdullahIshfaq's solution](#)

**1406.**

1395D

[Boboniu Chats with Du](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, sortings

[AbdullahIshfaq's solution](#)

**1407.**

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: dp

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**1408.**

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

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**1409.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[AbdullahIshfaq's solution](#)

**1410.**

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, sortings

[AbdullahIshfaq's solution](#)

**1411.**

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,538 global accepts · Rating: 1800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy  
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**1412.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, sortings

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**1413.**

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings

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**1414.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[AbdullahIshfaq's solution](#)

**1415.**

242C

[King's Path](#) · [Tutorial](#)

Quality: 10,925 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths

[AbdullahIshfaq's solution](#)

**1416.**

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[AbdullahIshfaq's solution](#)

**1417.**

1966D

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

Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[AbdullahIshfaq's solution](#)

**1418.**

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,713 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, math, schedules

[AbdullahIshfaq's solution](#)

**1419.**

1846E2

[Rudolf and Snowflakes \(hard version\)](#) · [Tutorial](#)

Quality: 8,508 global accepts · Rating: 1800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math

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**1420.**

988D

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

Quality: 8,042 global accepts · Rating: 1800 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[AbdullahIshfaq's solution](#)

**1421.**

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, math

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**1422.**

1118F1

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

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, trees

[AbdullahIshfaq's solution](#)

**1423.**

1732C1

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

Quality: 7,572 global accepts · Rating: 1800 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1424.**

1922E

[Increasing Subsequences · Tutorial](#)

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

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**1425.**

162J

[Brackets · Tutorial](#)

Quality: 103 global accepts · Rating: 1800 · first AC: 2023-10-27 · Factor (first AC) · Tags: \*special

[AbdullahIshfaq's solution](#)

**1426.**

478C

[Table Decorations · Tutorial](#)

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[AbdullahIshfaq's solution](#)

**1427.**

1867D

[Cyclic Operations · Tutorial](#)

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[AbdullahIshfaq's solution](#)

**1428.**

1853C

[Ntarsis' Set · Tutorial](#)

Rating: 1800 · first AC: 2023-08-01 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, implementation, math

[AbdullahIshfaq's solution](#)

**1429.**

2157E

[Adjusting Drones · Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

**1430.**

2156D

[Find the Last Number · Tutorial](#)

Quality: 5,374 global accepts · Rating: 1900 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AbdullahIshfaq's solution](#)

**1431.**

1471D

[Strange Definition · Tutorial](#)

Rating: 1900 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[AbdullahIshfaq's solution](#)

**1432.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

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**1433.**

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[AbdullahIshfaq's solution](#)

**1434.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,044 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AbdullahIshfaq's solution](#)

**1435.**

999D

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Quality: 4,897 global accepts · Rating: 1900 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[AbdullahIshfaq's solution](#)

**1436.**

2139D

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

Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[AbdullahIshfaq's solution](#)

**1437.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,060 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[AbdullahIshfaq's solution](#)

**1438.**

686D

[Kay and Snowflake](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[AbdullahIshfaq's solution](#)

**1439.**

1661D

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

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

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**1440.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

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**1441.**

2129C1

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

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[AbdullahIshfaq's solution](#)

**1442.**

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

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**1443.**

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 1900 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings

[AbdullahIshfaq's solution](#)

**1444.**

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[AbdullahIshfaq's solution](#)

**1445.**

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 1900 · first AC: 2024-12-11 · last AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[AbdullahIshfaq's solution](#)

**1446.**

456D

[A Lot of Games](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, strings

[AbdullahIshfaq's solution](#)

**1447.**

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle

[AbdullahIshfaq's solution](#)

**1448.**

45D

[Event Dates](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, meet-in-the-middle, sortings

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**1449.**

490D

[Chocolate](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math, meet-in-the-middle, number theory

[AbdullahIshfaq's solution](#)

**1450.**

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,750 global accepts · Rating: 1900 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

[AbdullahIshfaq's solution](#)

**1451.**

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[AbdullahIshfaq's solution](#)

**1452.**

1092F

[Tree with Maximum Cost](#) · Tutorial

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[AbdullahIshfaq's solution](#)

**1453.**

2059D

[Graph and Graph](#) · Tutorial

Quality: 6,564 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

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**1454.**

848B

[Router's Song](#) · Tutorial

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1455.**

965D

[Single-use Stones](#) · Tutorial

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1456.**

577B

[Modulo Sum](#) · Tutorial

Quality: 14,859 global accepts · Rating: 1900 · first AC: 2024-06-28 · last AC: 2025-01-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, two pointers

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**1457.**

1081E

[Missing Numbers](#) · Tutorial

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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**1458.**

2044F

[Easy Demon Problem](#) · Tutorial

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**1459.**

959D

[Mahmoud and Ehab and another array construction task](#) · Tutorial

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

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**1460.**

1909D

[Split Plus K](#) · Tutorial

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

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**1461.**

552C

[Vanya and Scales](#) · Tutorial

Quality: 5,875 global accepts · Rating: 1900 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, meet-in-the-middle, number theory

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**1462.**

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

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**1463.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

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**1464.**

1404B

[Tree Tag](#) · [Tutorial](#)

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**1465.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

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**1466.**

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

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**1467.**

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

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**1468.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

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**1469.**

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

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**1470.**

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees

[AbdullahIshfaq's solution](#)

**1471.**

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[AbdullahIshfaq's solution](#)

**1472.**

1013D

[Chemical table](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, matrices

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**1473.**

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,577 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, trees

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**1474.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

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**1475.**

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[AbdullahIshfaq's solution](#)

**1476.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AbdullahIshfaq's solution](#)

**1477.**

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[AbdullahIshfaq's solution](#)

**1478.**

935D

[Fafa and Ancient Alphabet](#) · [Tutorial](#)

Quality: 2,812 global accepts · Rating: 1900 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[AbdullahIshfaq's solution](#)

**1479.**

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[AbdullahIshfaq's solution](#)

**1480.**

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[AbdullahIshfaq's solution](#)

**1481.**

2014H

[Robin Hood Archery](#) · [Tutorial](#)

Quality: 5,687 global accepts · Rating: 1900 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy, hashing

[AbdullahIshfaq's solution](#)

**1482.**

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1483.**

2013D

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

Quality: 7,471 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[AbdullahIshfaq's solution](#)

**1484.**

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,368 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[AbdullahIshfaq's solution](#)

**1485.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[AbdullahIshfaq's solution](#)

**1486.**

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**1487.**

633C

[Spy Syndrome 2](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 1900 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

[AbdullahIshfaq's solution](#)

**1488.**

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, trees

[AbdullahIshfaq's solution](#)

**1489.**

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[AbdullahIshfaq's solution](#)

**1490.**

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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**1491.**

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[AbdullahIshfaq's solution](#)

**1492.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[AbdullahIshfaq's solution](#)

**1493.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu

[AbdullahIshfaq's solution](#)

**1494.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,720 global accepts · Rating: 1900 · first AC: 2024-07-11 · last AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

**1495.**

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[AbdullahIshfaq's solution](#)

**1496.**

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[AbdullahIshfaq's solution](#)

**1497.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[AbdullahIshfaq's solution](#)

**1498.**

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[AbdullahIshfaq's solution](#)

**1499.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2024-06-27 · last AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[AbdullahIshfaq's solution](#)

**1500.**

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[AbdullahIshfaq's solution](#)

**1501.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

**1502.**

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,433 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

**1503.**

566D

[Restructuring Company](#) · [Tutorial](#)

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[AbdullahIshfaq's solution](#)

**1504.**

437D

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

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: dsu, sortings

[AbdullahIshfaq's solution](#)

**1505.**

292D

[Connected Components](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[AbdullahIshfaq's solution](#)

**1506.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[AbdullahIshfaq's solution](#)

**1507.**

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[AbdullahIshfaq's solution](#)

**1508.**

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[AbdullahIshfaq's solution](#)

**1509.**

550D

[Regular Bridge](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1900 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[AbdullahIshfaq's solution](#)

**1510.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[AbdullahIshfaq's solution](#)

**1511.**

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2023-11-05 · last AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1512.**

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[AbdullahIshfaq's solution](#)

**1513.**

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1900 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1514.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[AbdullahIshfaq's solution](#)

**1515.**

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[AbdullahIshfaq's solution](#)

**1516.**

784F

[Crunching Numbers Just for You](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 1900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation

[AbdullahIshfaq's solution](#)

**1517.**

1855C2

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

Rating: 1900 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[AbdullahIshfaq's solution](#)

**1518.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp

[AbdullahIshfaq's solution](#)

**1519.**

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AbdullahIshfaq's solution](#)

**1520.**

2146D2

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

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[AbdullahIshfaq's solution](#)

**1521.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1522.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,617 global accepts · Rating: 2000 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

### 1523.

2139E2

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

Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, trees

[AbdullahIshfaq's solution](#)

### 1524.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[AbdullahIshfaq's solution](#)

### 1525.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[AbdullahIshfaq's solution](#)

### 1526.

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math

[AbdullahIshfaq's solution](#)

### 1527.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[AbdullahIshfaq's solution](#)

### 1528.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 2000 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[AbdullahIshfaq's solution](#)

### 1529.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[AbdullahIshfaq's solution](#)

### 1530.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[AbdullahIshfaq's solution](#)

### 1531.

131F

[Present to Mom](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[AbdullahIshfaq's solution](#)

### 1532.

954G

[Castle Defense](#) · [Tutorial](#)

Quality: 2,401 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[AbdullahIshfaq's solution](#)

**1533.**

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[AbdullahIshfaq's solution](#)

**1534.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[AbdullahIshfaq's solution](#)

**1535.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-12-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, number theory

[AbdullahIshfaq's solution](#)

**1536.**

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: games

[AbdullahIshfaq's solution](#)

**1537.**

87C

[Interesting Game](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math

[AbdullahIshfaq's solution](#)

**1538.**

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: games

[AbdullahIshfaq's solution](#)

**1539.**

78C

[Beaver Game](#) · [Tutorial](#)

Quality: 2,175 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, number theory

[AbdullahIshfaq's solution](#)

**1540.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[AbdullahIshfaq's solution](#)

**1541.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[AbdullahIshfaq's solution](#)

**1542.**

129E

[Games with Rectangle](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AbdullahIshfaq's solution](#)

**1543.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-11-20 · last AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[AbdullahIshfaq's solution](#)

**1544.**

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[AbdullahIshfaq's solution](#)

**1545.**

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[AbdullahIshfaq's solution](#)

**1546.**

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,779 global accepts · Rating: 2000 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, schedules

[AbdullahIshfaq's solution](#)

**1547.**

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[AbdullahIshfaq's solution](#)

**1548.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[AbdullahIshfaq's solution](#)

**1549.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[AbdullahIshfaq's solution](#)

**1550.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[AbdullahIshfaq's solution](#)

**1551.**

2014F

[Sheriff's Defense](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 2000 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AbdullahIshfaq's solution](#)

**1552.**

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1553.**

1426F

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

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[AbdullahIshfaq's solution](#)

**1554.**

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[AbdullahIshfaq's solution](#)

**1555.**

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[AbdullahIshfaq's solution](#)

**1556.**

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, strings

[AbdullahIshfaq's solution](#)

**1557.**

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: math, two pointers

[AbdullahIshfaq's solution](#)

**1558.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2024-07-11 · last AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[AbdullahIshfaq's solution](#)

**1559.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[AbdullahIshfaq's solution](#)

**1560.**

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1561.**

1359E

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

Quality: 6,732 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[AbdullahIshfaq's solution](#)

**1562.**

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,907 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[AbdullahIshfaq's solution](#)

**1563.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp

[AbdullahIshfaq's solution](#)

**1564.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2024-07-01 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[AbdullahIshfaq's solution](#)

**1565.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[AbdullahIshfaq's solution](#)

**1566.**

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**1567.**

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[AbdullahIshfaq's solution](#)

**1568.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[AbdullahIshfaq's solution](#)

**1569.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[AbdullahIshfaq's solution](#)

**1570.**

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AbdullahIshfaq's solution](#)

**1571.**

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[AbdullahIshfaq's solution](#)

**1572.**

171E

[MYSTERIOUS LANGUAGE](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: \*special

[AbdullahIshfaq's solution](#)

**1573.**

101C

[Vectors](#) · [Tutorial](#)

Quality: 822 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[AbdullahIshfaq's solution](#)

**1574.**

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2023-08-11 · PyPy 3-64 (first AC) · Tags: \*special, brute force, implementation

[AbdullahIshfaq's solution](#)

**1575.**

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[AbdullahIshfaq's solution](#)

**1576.**

463E

[Caisa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2025-11-20 · last AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[AbdullahIshfaq's solution](#)

**1577.**

2169D2

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

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**1578.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[AbdullahIshfaq's solution](#)

**1579.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[AbdullahIshfaq's solution](#)

**1580.**

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[AbdullahIshfaq's solution](#)

**1581.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[AbdullahIshfaq's solution](#)

**1582.**

1003E

[Tree Constructing](#) · [Tutorial](#)

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[AbdullahIshfaq's solution](#)

**1583.**

2123G

[Modular Sorting](#) · [Tutorial](#)

Quality: 3,249 global accepts · Rating: 2100 · first AC: 2025-07-01 · last AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory, sortings

[AbdullahIshfaq's solution](#)

**1584.**

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

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**1585.**

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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**1586.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[AbdullahIshfaq's solution](#)

**1587.**

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,243 global accepts · Rating: 2100 · first AC: 2025-03-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[AbdullahIshfaq's solution](#)

**1588.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[AbdullahIshfaq's solution](#)

**1589.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2025-02-13 · last AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[AbdullahIshfaq's solution](#)

**1590.**

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

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**1591.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 2100 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[AbdullahIshfaq's solution](#)

**1592.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[AbdullahIshfaq's solution](#)

**1593.**

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,506 global accepts · Rating: 2100 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

**1594.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[AbdullahIshfaq's solution](#)

**1595.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[AbdullahIshfaq's solution](#)

**1596.**

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[AbdullahIshfaq's solution](#)

**1597.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[AbdullahIshfaq's solution](#)

**1598.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[AbdullahIshfaq's solution](#)

**1599.**

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[AbdullahIshfaq's solution](#)

**1600.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[AbdullahIshfaq's solution](#)

**1601.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[AbdullahIshfaq's solution](#)

**1602.**

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[AbdullahIshfaq's solution](#)

**1603.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math

[AbdullahIshfaq's solution](#)

**1604.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[AbdullahIshfaq's solution](#)

### 1605.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2024-12-05 · last AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[AbdullahIshfaq's solution](#)

### 1606.

895D

[String Mark](#) · [Tutorial](#)

Quality: 1,238 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, strings

[AbdullahIshfaq's solution](#)

### 1607.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2024-11-11 · last AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[AbdullahIshfaq's solution](#)

### 1608.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, probabilities

[AbdullahIshfaq's solution](#)

### 1609.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[AbdullahIshfaq's solution](#)

### 1610.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

### 1611.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[AbdullahIshfaq's solution](#)

### 1612.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[AbdullahIshfaq's solution](#)

### 1613.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[AbdullahIshfaq's solution](#)

### 1614.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[AbdullahIshfaq's solution](#)

### 1615.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[AbdullahIshfaq's solution](#)

### 1616.

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[AbdullahIshfaq's solution](#)

### 1617.

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[AbdullahIshfaq's solution](#)

### 1618.

2143D2

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

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[AbdullahIshfaq's solution](#)

### 1619.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[AbdullahIshfaq's solution](#)

### 1620.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

### 1621.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · last AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[AbdullahIshfaq's solution](#)

### 1622.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[AbdullahIshfaq's solution](#)

### 1623.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-16 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[AbdullahIshfaq's solution](#)

### 1624.

282E

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

Quality: 4,327 global accepts · Rating: 2200 · first AC: 2025-04-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees  
[AbdullahIshfaq's solution](#)

**1625.**

505D

[Mr. Kitayuta's Technology](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 2200 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar  
[AbdullahIshfaq's solution](#)

**1626.**

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp  
[AbdullahIshfaq's solution](#)

**1627.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths  
[AbdullahIshfaq's solution](#)

**1628.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities  
[AbdullahIshfaq's solution](#)

**1629.**

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp  
[AbdullahIshfaq's solution](#)

**1630.**

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2025-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle  
[AbdullahIshfaq's solution](#)

**1631.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings  
[AbdullahIshfaq's solution](#)

**1632.**

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory  
[AbdullahIshfaq's solution](#)

**1633.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees  
[AbdullahIshfaq's solution](#)

**1634.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2025-02-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

dp, greedy

[AbdullahIshfaq's solution](#)

**1635.**

387D

[George and Interesting Graph](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[AbdullahIshfaq's solution](#)

**1636.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[AbdullahIshfaq's solution](#)

**1637.**

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[AbdullahIshfaq's solution](#)

**1638.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[AbdullahIshfaq's solution](#)

**1639.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2025-01-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[AbdullahIshfaq's solution](#)

**1640.**

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[AbdullahIshfaq's solution](#)

**1641.**

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[AbdullahIshfaq's solution](#)

**1642.**

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2025-01-16 · last AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[AbdullahIshfaq's solution](#)

**1643.**

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2025-01-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[AbdullahIshfaq's solution](#)

**1644.**

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2025-01-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[AbdullahIshfaq's solution](#)

**1645.**

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[AbdullahIshfaq's solution](#)

**1646.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[AbdullahIshfaq's solution](#)

**1647.**

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp

[AbdullahIshfaq's solution](#)

**1648.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[AbdullahIshfaq's solution](#)

**1649.**

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, number theory

[AbdullahIshfaq's solution](#)

**1650.**

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[AbdullahIshfaq's solution](#)

**1651.**

1215E

[Marbles](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

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**1652.**

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

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**1653.**

382D

[Ksenia and Pawns](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[AbdullahIshfaq's solution](#)

**1654.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[AbdullahIshfaq's solution](#)

**1655.**

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees  
[AbdullahIshfaq's solution](#)

**1656.**

551C

[GukiZ hates Boxes](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 2200 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy  
[AbdullahIshfaq's solution](#)

**1657.**

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[AbdullahIshfaq's solution](#)

**1658.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2024-08-08 · last AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[AbdullahIshfaq's solution](#)

**1659.**

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[AbdullahIshfaq's solution](#)

**1660.**

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

[AbdullahIshfaq's solution](#)

**1661.**

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[AbdullahIshfaq's solution](#)

**1662.**

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: \*special, math

[AbdullahIshfaq's solution](#)

**1663.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[AbdullahIshfaq's solution](#)

**1664.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[AbdullahIshfaq's solution](#)

**1665.**

2129C3

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

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[AbdullahIshfaq's solution](#)

**1666.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[AbdullahIshfaq's solution](#)

**1667.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[AbdullahIshfaq's solution](#)

**1668.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2025-07-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[AbdullahIshfaq's solution](#)

**1669.**

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[AbdullahIshfaq's solution](#)

**1670.**

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AbdullahIshfaq's solution](#)

**1671.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[AbdullahIshfaq's solution](#)

**1672.**

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2300 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AbdullahIshfaq's solution](#)

**1673.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-11-26 · last AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[AbdullahIshfaq's solution](#)

**1674.**

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[AbdullahIshfaq's solution](#)

**1675.**

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[AbdullahIshfaq's solution](#)

**1676.**

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[AbdullahIshfaq's solution](#)

**1677.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2024-11-19 · last AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[AbdullahIshfaq's solution](#)

**1678.**

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[AbdullahIshfaq's solution](#)

**1679.**

425D

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

Quality: 1,630 global accepts · Rating: 2300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing

[AbdullahIshfaq's solution](#)

**1680.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu

[AbdullahIshfaq's solution](#)

**1681.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-10-31 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, trees

[AbdullahIshfaq's solution](#)

**1682.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, probabilities

[AbdullahIshfaq's solution](#)

**1683.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2024-10-15 · last AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[AbdullahIshfaq's solution](#)

**1684.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, number theory, two pointers

[AbdullahIshfaq's solution](#)

**1685.**

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[AbdullahIshfaq's solution](#)

### 1686.

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[AbdullahIshfaq's solution](#)

### 1687.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2025-07-23 · last AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[AbdullahIshfaq's solution](#)

### 1688.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[AbdullahIshfaq's solution](#)

### 1689.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings

[AbdullahIshfaq's solution](#)

### 1690.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[AbdullahIshfaq's solution](#)

### 1691.

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[AbdullahIshfaq's solution](#)

### 1692.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[AbdullahIshfaq's solution](#)

### 1693.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[AbdullahIshfaq's solution](#)

### 1694.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[AbdullahIshfaq's solution](#)

### 1695.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[AbdullahIshfaq's solution](#)

**1696.**

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[AbdullahIshfaq's solution](#)

**1697.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[AbdullahIshfaq's solution](#)

**1698.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[AbdullahIshfaq's solution](#)

**1699.**

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[AbdullahIshfaq's solution](#)

**1700.**

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy

[AbdullahIshfaq's solution](#)

**1701.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[AbdullahIshfaq's solution](#)

**1702.**

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[AbdullahIshfaq's solution](#)

**1703.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2024-10-09 · last AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[AbdullahIshfaq's solution](#)

**1704.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[AbdullahIshfaq's solution](#)

**1705.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms,

greedy, two pointers

[AbdullahIshfaq's solution](#)

**1706.**

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[AbdullahIshfaq's solution](#)

**1707.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[AbdullahIshfaq's solution](#)

**1708.**

2163E

[Plegma](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2700 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, communication, interactive

[AbdullahIshfaq's solution](#)

**1709.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 2700 · first AC: 2025-07-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[AbdullahIshfaq's solution](#)

**1710.**

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[AbdullahIshfaq's solution](#)

**1711.**

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[AbdullahIshfaq's solution](#)

**1712.**

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, interactive

[AbdullahIshfaq's solution](#)

**1713.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[AbdullahIshfaq's solution](#)

**1714.**

2157G

[Isaac's Queries](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 2800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, divide and conquer, dp, greedy, interactive, math, pro...

[AbdullahIshfaq's solution](#)

**1715.**

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,562 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[AbdullahIshfaq's solution](#)

## 1716.

2214A

### [Odd One Out](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, graph matchings, implementation

[AbdullahIshfaq's solution](#)

## 1717.

106049H

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

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

## 1718.

106049G

### [Product Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

## 1719.

106049D

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

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

## 1720.

106049C

### [Alyona Loves Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

## 1721.

106049B

### [Kaosar and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

## 1722.

106049A

### [Three Moves Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

## 1723.

2095C

### [Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-10 · PHP (first AC) · Tags: \*special, binary search, brute force

[AbdullahIshfaq's solution](#)

## 1724.

2095B

### [Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, games, interactive

[AbdullahIshfaq's solution](#)

## 1725.

2095A

### [Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · C++20 (GCC 13-64) (first AC) · Tags: \*special, string suffix structures

[AbdullahIshfaq's solution](#)

## 1726.

101047H

### [Guarding the Temples](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

**1727.**

105390A

[Simple Update - I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

**1728.**

105293A

[Mr. Wow and Lucky Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

**1729.**

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-04-12 · Mysterious Language (first AC) · Tags: \*special, constructive algorithms, strings

[AbdullahIshfaq's solution](#)

**1730.**

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

[AbdullahIshfaq's solution](#)

**1731.**

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: \*special, number theory

[AbdullahIshfaq's solution](#)

**1732.**

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: \*special, constructive algorithms, math, number theory

[AbdullahIshfaq's solution](#)

**1733.**

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: \*special

[AbdullahIshfaq's solution](#)

**1734.**

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, implementation

[AbdullahIshfaq's solution](#)

**1735.**

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: \*special, expression parsing, strings

[AbdullahIshfaq's solution](#)

**1736.**

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: \*special, constructive algorithms, geometry, math

[AbdullahIshfaq's solution](#)

**1737.**

1952G

[Mathematician Takeover](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, binary search, dfs and similar, math

[AbdullahIshfaq's solution](#)

### 1738.

1952F

[Grid](#) · [Tutorial](#)

Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force

[AbdullahIshfaq's solution](#)

### 1739.

1952E

[Sweep Line](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, combinatorics, games, math

[AbdullahIshfaq's solution](#)

### 1740.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, implementation

[AbdullahIshfaq's solution](#)

### 1741.

1952C

[They Have Fooled](#) · [Tutorial](#)

Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, brute force, schedules

[AbdullahIshfaq's solution](#)

### 1742.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[AbdullahIshfaq's solution](#)

### 1743.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: \*special, strings

[AbdullahIshfaq's solution](#)

### 1744.

104882D

[Delicious pies](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

### 1745.

104882B

[Before contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

### 1746.

104882A

[A+B?](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

### 1747.

104935B

[Min-Max Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[AbdullahIshfaq's solution](#)

### 1748.

104935A

[Monotonically Increasing Tardiness Informatics Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)

**1749.**

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)

**1750.**

104886C

[Fair Grading](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)

**1751.**

104745C

[Maximum profit](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)

**1752.**

104745B

[Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)

**1753.**

104745A

[Saving the cinema](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)

**1754.**

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)

**1755.**

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: \*special, implementation, math  
[AbdullahIshfaq's solution](#)

**1756.**

104679A

[First Year, Second Year](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: —  
[AbdullahIshfaq's solution](#)